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ANDORAN

Spirit of Liberty

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ANDORAN

Birthplace of Freedom

In the grand sweep of Golarion's history, nothing quite like Andoran has ever existed before. Though old Azlant may have seen the first stirrings of democracy among a few privileged members of society, this radical government was neither widespread nor widely accepted, and it died when Azlant was shattered among the waves. Born again in the dreams of the poet Darl Jubannich and the philosopher Hosetter, the idea of equality before the law found a fuller expression in the tide of darkness that threatened to shadow Golarion after the death of Aroden.

Faced with the choice of servility under the lash or the terrors of freedom, Andorens chose to follow their

impossible dreams—and succeeded. They chose to shape a future free of infernal taint, of tyrants dictating the course of their lives, and to greet their destiny with open eyes. Against the armies of Hell and the machinations of princes, against the words of those who were too faint of heart to continue the fight, they gambled with their lives and were victorious. They chose to assert their beliefs for themselves and for their children, neighbors, and countrymen—and in so doing, lit a fire in the spirits of the oppressed across Golarion.

Their descendants still carry this torch, and its light fills the hearts of the citizens of Andoran. They are neither

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pure nor innocent, but nearly all of them subscribe to the dreams of their ancestors, and believe passionately in the vision of freedom and equality that was born decades ago.

The Chelish skeptics say (and are encouraged by their government to continue in this vein) that the Andoren experiment is a false front for a shadowy cabal that manipulates the citizens. They insist that the government runs on self-serving interest, that greed and selfishness are human nature, and that the people of Andoran are not truly free. They say that in a crisis, the Andorens will revert to form and prove their animal nature.

Andorens are determined to prove them wrong.

The people of Andoran are fiercely independent. Having freed themselves first from Taldor's influence, and then from the boot of Cheliah, they now insist on charting their country's destiny without the influence of foreign dictators, and on allowing each and every citizen his or her own say in the matter. They are egalitarian, and look beyond what a person says to what that person does.

The history of Andoran prior to its independence is one of existence with greater powers—not exactly subservience, but neither with willful steps toward self-rule. The country had always existed slightly apart from the centers of power, acting primarily as a resource for the rulers who drew their necessities from its forests, rivers, and people. Andorens have lived for centuries with others siphoning away their most precious resources; thus it was that when they were asked to submit to Hell itself, on top of the other indignities, they revolted at last. They discovered their power, and have decided they will assert it, both for themselves and for others across Golarion.

Andorens are generally good, though their convictions range from a firm belief in the rule of law to upholding an individual's rights above that of the group. They believe in examining an argument on its merits, rather than listening to gossip, slander, innuendo, and half-truths—as Chelish agents have discovered, to their great regret. Andorens are passionate about their country, about their history, and about their future. They are not so proud that they are blind to the potential pitfalls and dangers of their ideology, and they do not share a collective mindset, but they are truly engaged and informed citizens, believe strongly in Andoran's rightness, and will fight to the death to protect their land. They believe in everyone's right to speak his mind, and believe equally in their right to disagree—sometimes with a thrown fist.

The greatest schism in the country is between those who believe in Andoran without question and without fail, and those who believe that it is best and healthiest to point out flaws and shortcomings in the country and government so they can work to fix those flaws. Factions do exist in the land, but given their neighbors, they take care to ensure

that their own arguments are clean from foreign taint: no one wants their argument likened to Chelish positions.

GOVERNMENT

The Republic of Andoran is both driven and solidified by one underlying force: the fear of a return to tyranny. Within the republic, the more influential one becomes, the greater the public scrutiny, as there is an inherent distrust among Andorens for those with too much power and authority. As such, the higher one climbs in the democratic government or the more wealth one accumulates, the greater the social pressure to be charitable and promote good works. Any less draws derision, ridicule, or worse—suspicion.

Upon the overthrow of the old nobility, the newly formed government moved quickly to redistribute the land, allowing those nobles who wisely capitulated to keep a modest amount of property and wealth but returning the rest to the people. In keeping with millennia of convention, traditional lands were kept intact, divided as they already were into municipalities, each represented in the central government by a duly elected councilor who sat on the People's Council. The council then, as a whole, appointed mayors for each individual municipality. Thus far, this system has worked to ensure a lack of corruption in local governments, as local politicians cannot bribe, threaten, or otherwise manipulate the local populace into electing them as mayor, and the council bases its decisions solely on a mayor's credentials and merits.

In addition to the hundreds of municipalities, each major guild of Andoran has a representative on the People's Council; from the merchants' and bankers' guilds to the fishmongers' and drovers' guilds, every trade has a voice on the council. The current number of seats on the council is 350, though this can increase or decrease through special legislation, such as would be required if the country acquired or lost territory.

The People's Council meets in Almas once every 6 months, on the 15th of Erastus and Abadius, though any minister, consul, councilor, or the Supreme Elect can call a special session. All meetings are open to the public, though for a citizen to speak while a session is underway is cause for removal from the building.

Such meetings are presided over by the Supreme Elect. The current Supreme Elect, Codwin I of Augustana, has proven to be a wise, fair, and capable leader, and one who seems determined not to show any favoritism toward his home city. His first term ended in 4709, but such was his acclaim that he was immediately reelected by a landslide.

HISTORY

Though Andoran is best known for its novel government, it has a long and storied history behind it: the country

ANDORAN'S HISTORY

~1700	The birth of Andoran Province, rising from the marchlands of Imperial Taldor.
1853	The Lumber Consortium forms, providing a steady supply of lumber to its imperial masters from Darkmoon Vale.
1900–4000	Andoran consolidates its borders, pays tribute to Taldor, does battle with its neighbors, puts down uprisings, fights monsters, and solidifies into a concrete entity.
4081	Andoran renounces its ties with Taldor as part of Cheliah's Even-Tongued Conquest.
4600	The Eagle Knights form under the auspices of King Cullaim II, their mission to provide an honor guard to Aroden when the god returns.
4606	Aroden dies. Chaos ensues. Trouble in Cheliah. Panic sweeps Andoran.
4660	The Thrune Ascendancy in Cheliah. Diabolists take control of the houses of power in that country, and bring their cruel sensibility to bear on Andoran. Two years later, Darl Jubannich writes <i>On Government</i> , his tract about the Chelish government's terrible betrayal of humanity. His words inspire the revolution of 4669.
4669	Andoran declares independence from Cheliah. Recognizing the danger to its fledgling democracy, the government repurposes the Eagle Knights with the cooperation of its military leaders. Cheliah begins its 20-year embargo of Andoran, ending in 4689 when Andoran successfully sinks three Chelish warships outside Westcrown, including the Chelish flagship.
4691	One of Taldor's dukes mounts an expedition to take back its "rebellious province," and lays waste to one of the eastern counties before Andoran gathers its armies. The Eagle Knights gain more importance; rumors spread that they engineered the whole thing.
4697	The Goblinblood Wars threaten the stability of the region, but Andoran perseveres.
4710	The current year.

has existed in one form or another for over 3,000 years, longer than most of its neighbors, but has not burned as brightly as others—until now. Its brilliance has been subsumed under the hard-edged imperiums of Taldor and then Cheliah, though its people have played instrumental parts in the history of the world: they were the first of the region to sail past the Arch of Aroden, their people the finest commanders in Old Taldor's navy, and long the

source of the lumber that made it possible for Taldor to support itself across the broad reaches of Golarion. It was only upon the rise of the devil worshipers in Cheliah that Andoran discovered its true purpose: to bring a light to this dark world.

LIFE IN ANDORAN

As most Andoren citizens were originally common folk, a visitor might expect their culture to be similarly common and unrefined, but it is an old country and has its share of quirks and surprises.

ARCHITECTURE

Since the revolution, the Andorens have taken to emulating the styles of the Azlanti artisans in their official buildings. Great and shallow stairs, tall columns, and wide entries are the hallmark of the style, along with high cupolas, arching ceilings, and domes to draw the eye. It is said that some of the trade guilds have drawn more than the architectural style from the old Azlanti, and that some of the horrors of their history live on in secret teachings and profane books hidden in the guildhalls. Most who hear this scoff at these "Chelish rumors," but others say that the Eagle Knights have taken the matter seriously enough to investigate.

The smaller villages do not see the same sort of ornamentation as the cities, of course, but even in the meanest rural village, public works projects have begun to erect town halls that mimic those of Almas. While most Andorens are excited to have such monuments within their humble towns, some of the more paranoid citizens whisper that the elaborate frescoes hide arcane symbols, an elaborate code designed to help undercover Eagle Knights communicate, give the Great Council advance notice of unrest, or organize local turncoats for a Chelish invasion.

BANKS

Andoren banks are the grease that allows the wheels of the country's economy to turn. Not only do they provide funding for entrepreneurs, insurance for ships weighed down with exports, and low-interest loans for farmers, the banks of Andoran also serve as a national symbol of economic freedom and self-determination.

The banking system developed slowly over a century, beginning as wealthy merchant families acting as moneylenders and pawnbrokers. By investing their profits from interest in further business ventures, these merchant families expanded their fortunes and, consequently, their power. The old nobility that ruled Andoran at the time quickly moved to stifle the rise of this new middle class by imposing harsh tariffs, thus ensuring that no matter how successful the banking guilds were in their trade, their efforts were always benefiting the nobles even more.

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Chafing under such restrictive measures, the bankers developed resentment for the ruling class long before the rise of House Thrune in Cheliax. When the diabolists gained control of the throne and the people of Andoran raised their fists in protest, the banking families encouraged the dissension, funding the rebellious movement and smuggling arms and armor for the rebels.

After the People's Revolt, not all bankers took to the burgeoning egalitarian government with the same sense of enthusiasm. A few felt that they were merely trading one form of suppression with another, as the newly formed People's Council quickly moved to put a cap on interest rates, declaring that anything above a flat six percent was usury, and thus a crime. Voices of dissension were quickly drowned out in the thundering wave of patriotism that followed the revolt, and such bankers either learned to adapt or emigrated to more fertile ground.

Today, those who stayed operate in every major city in Andoran, supplying short-term, low-interest loans to any citizen with decent credit. Long-term loans are available for those who have acceptable assets as collateral, or who have outstanding credit.

Most banks operate out of fortified, two-story buildings, usually found right off the main market of whatever city in which they operate. Meetings with the clerks (called "factors") for deposits, withdrawals, or loans are by appointment only, though banks usually operate out of stalls in the market during the mornings and mid-afternoon. Such open meetings are meant only to determine one's qualification for a loan, present a request for withdrawal, or discuss terms of deposit. Once negotiations are set, an appointment at one of the bank's branches—usually but not always within the same city—is made, generally 1 to 2 days after the meeting, though sometimes transactions can be carried out the same day (though withdrawals of substantial amounts might take weeks to gather). Once inside the branch, the customer is led to a small, unadorned room furnished with a few desks where various factors perform their duties, an abacus for figuring complex calculations, and a low table upon which the transaction is carried out.

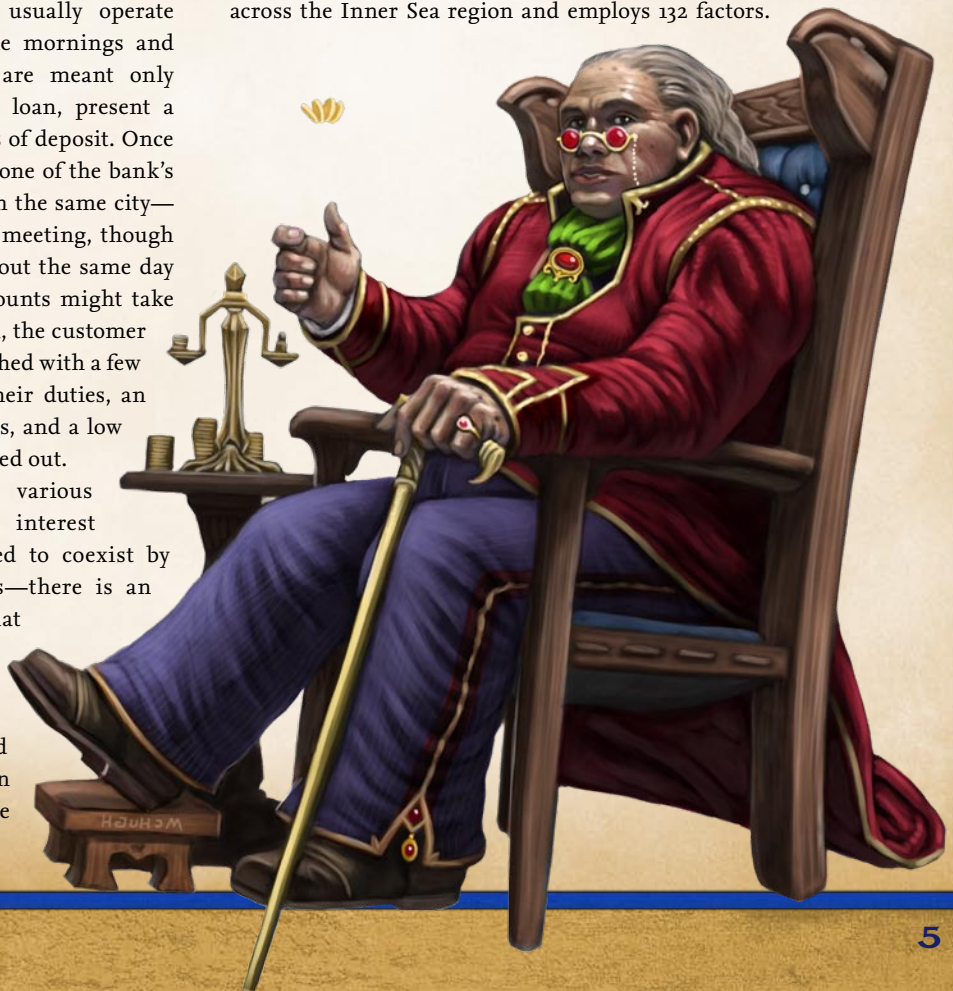
Because competition between the various banks is nullified by nationalized interest rates, various institutions have learned to coexist by establishing friendly loan monopolies—there is an unspoken agreement among bankers that only a certain family will offer loans for certain trades. Grocers and drovers seeking a loan apply to one bank, while millers and farmers seek another, and so on. Any bank may grant a private loan to anyone, with the competitive edge

generally going to the bank that takes the highest risks. These monopolistic divisions have their foundation with the merchant guilds, from whence the banks originated, and thus far are seen as a healthy form of diversity and competition by the People's Council.

Though dozens of banks operate within Andoran, the three most powerful banking families are detailed below.

House Goldfield: House Goldfield had its start nearly a century ago as goldsmiths. The nobility of Andoran sought not only their expertise in crafting, but also their highly protected vaults in which to store their vast hoards of wealth. With such treasures at their disposal, the Goldfields founded a long family line as successful moneylenders, using the riches of the nobility to pull themselves into a position of power. They currently operate 19 branches throughout the Inner Sea region and employ 117 factors. Its current head is Lusha Goldfield; its primary trade goods are gold, silver, and alum.

House Naran: The most successful bank in Andoran is Andoran's first bank, called the Foresters' Endowments, and is operated by House Naran, which got its start as loggers and shipwrights. Based out of Augustana, House Naran enjoys the distinction of being the government's number one supplier of naval ships, their shipyards outpacing the ones found in Almas in both quality of design and speed of manufacture. The house currently owns 22 branches across the Inner Sea region and employs 132 factors.



Its current head is Jerrik Naran; its primary trade goods are lumber and ships.

House Vaylen: Beginning as archaeologists and treasure hunters, House Vaylen blossomed into one of the most successful banks in Andoran. They are currently the largest Andoren supplier of the precious antiquities from distant lands that help fuel Andoran's impressive economy. They are well known for their funding of large-scale expeditions into foreign realms and generous contributions to the Pathfinder Society. They have 15 branches scattered across the Inner Sea region and employ approximately 90 factors. Its current head is Mennen Vaylen; its primary trade goods are antiquities, exotic artifacts, and luxury items.

FEY INFLUENCE

As Andoran's forests dwindle and conflicts between fey, druids, and woodsmen ensue, fey are often cast as the enemy of progress. In some ways, they are—Andoren advances at the expense of nature are magnets for fey violence and mischief. But an older thread of Andoren-fey relations continues to work as a counterbalance.

The Andoren folkloric tradition generally portrays fey more favorably, as protectors of humans from attacks by wild beasts or helping them survive natural disasters. This vision of fey is propagated across Andoran, even as more sinister tales of fey dominate around the campfires of logging camps. As a rule, the local fey tend to avoid human settlements and evade human travelers, as long as their sacred places aren't threatened. (For an example of what happens when the tenuous relations between Andorens and fey go sour, see the Pathfinder Module *Carnival of Tears*.)

In the absence of direct conflict, a certain amount of cultural exchange takes place between Andorens and fey, both sides curious about the lifestyle of the other. The northeastern sport of prismati (see sidebar) is a good example of humans adopting fey cultural trappings. In some ways, with their adventurous spirit and natural egalitarian tendencies, Andorens are the people of Avistan with whom the fey have the most in common.

Fey Courts: Humans who interact with fey sometimes notice that Andoren fey often wear emblems or devices giving hints to their allegiance, attitude, or temperament. Every youth who lives near the Arthfell Forest, for instance, knows that a sprite with two winterberries pinned to his raiment means it's time to run for home, as the fey is in a violent mood. Some Andoren youths have emulated the fey, making up their own "courts" for anything from fistfights at the old quarry to picking sides in an election. These courts can cause town elders and parents no end of trouble as the youths aggressively assert their identity outside of the traditional bonds of family, religion, and profession.

FOOD

The food of Andoran is generally seen as plain, rustic, and less than inspiring—but this is by the cosmopolitans of Egorian in Cheliax and Oppara in Taldor, whose palates are exquisitely refined and who lead lives of such luxury that their every meal is a delicacy. Though it is this judgment that damns the culinary experience of Andoran, the truth is that artisans and chefs across the nation provide a huge array of delicious foods.

With their exposure to the cultures of both Taldor and Cheliax, their navy ranging far across the sea, and their merchant class the envy of Avistan, Andorens have access to the foodstuffs of the world: their meats, their fruits and vegetables, and their herbs and spices. Almas boasts some of the finest food in western Avistan, if one knows where to look. In the foothills near Droskar's Crag, flocks of sheep and cows graze in the sweet-grassed meadows. Something of that flavor makes it into their milk, and the cheeses that come south are legendary for their quality.

Likewise, the cattle in the plains near Riverford produce steaks of exceptional quality, and the farms of the rolling grasslands bring in corn, alongside a wide array of other vegetables. The colder north sees apple, cherry, and pear trees, while certain portions of the coastline of the Inner Sea sport orchards of orange, lemon, and lime.



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The cities of the coast are renowned for their seafood, with fresh catches coming into harbor every day. Lavieton in particular is said to offer the finest fish in all the Inner Sea at The Sign of the Blue Sail. The slaughterhouses of the cities create succulent sausages and excellent cuts of meat, and the bakers' bread is both crusty and soft, leading to the Andoren judgment that cuisine in their nation is often simple, but no less remarkable for it.

MILITARY

The military of Andoran occupies a special place in the hearts of the people it serves, for the army and navy of Andoran are the people themselves. Its soldiers and sailors are volunteers, rather than conscripts or mercenaries; they do it for love of country and for the honor it brings them. The military does not turn away recruits, but as this is primarily an agrarian society, people need to work their farms, catch fish, cobble boots, shoe horses, and mill grain. Thus, while many volunteer for the army during the summer months after seeds have been planted and the pace of life slows, they return to their lives during the harvest, possibly returning for additional training during the winter when the land has been locked in snow.

Some factions within Andoran believe that the government should promote compulsory military service. With devil-haunted Cheliaz on one side and decadent, unpredictable Taldor on the other, surely a need exists for a standing army. By and large, though, the people of Andoran have rejected this idea, believing strongly in one's right to choose. The farmer and the merchant, they say, contribute as much (or more!) to the wellbeing of the country as does the soldier, and each should be allowed his work.

The military of Andoran sees significant involvement from all walks of life and from all character classes. Rangers are common, especially along the borders, where they can track potential enemy movement and scout dangerous troop movement before their enemies know of their presence. Paladins are more common in the cavalry and the Eagle Knights, where they can use their awesome powers to inspire their companions to greater bravery.

Any citizen can enlist in the military, and can choose whether to serve in the army or the navy. Once enlisted, soldiers are expected to serve a set term, and to give up certain rights that would be accorded to ordinary Andorens for the duration of their enlistment. Those who enlist full time are expected to stay a minimum of 2 years. The military offers decent wages, decent food, and the fellowship of like-minded citizens, and the wages increase every time the soldier renews the enlistment. Both men and women may serve.

The pinnacle of military achievement is membership in the Eagle Knights. Most candidates make themselves

PRISMATI

Fey near the edges of the Verduran Forest can sometimes be seen playing a complicated and enigmatic game using gemstones, bright feathers or scarves, and unnaturally colored patches of ground. Some Andorens have simplified the game and adapted it for human play. Called prismati, the game is played by two teams of nine players each: a thrower, a setter, and seven catchers. Setters for the two teams compete to set an order of colors, and the thrower has to throw painted stones to the catcher in each appropriately colored area. Catchers who catch the wrong stone can pass it off to another catcher, but there are several picayune rules that dictate how this can be done.

When played among the upper classes, leather juggling balls are often used instead of rocks for safety, but most prismati players are children of timbermen or farmers and can't afford such luxury. Purists claim that half the challenge of the game is throwing and catching the rocks without injury, so juggling balls are considered a poor substitute.

REGIONAL TRAIT

Prismati Player (Andoran): You've grown up playing the confusing game of prismati and throw stones with accuracy and ease. You gain a +1 trait bonus on attack rolls with fist-sized rocks or similarly shaped objects, and a +1 trait bonus on concentration checks.



known by demonstrating exceptional achievement within the ordinary military: achieving near-impossible tasks, saving one's squad from certain death, uncovering and delivering information vital to national security, and so forth. Non-Andorens may also serve in the Eagle Knights, though their path requires that they show complete devotion to the ideals of the People's Revolt, and that they provide an extraordinary service to the country, proving that they have both the skills and the mindset necessary to serve Andoran. A contentious minority, rooted in the old ways, suggests that the Eagle Knights should be descended from scions of noble families; indeed, before the People's Revolt, the Eagle Knights were primarily of the nobility, and expected to provide their own gear. Their activities then were more of a dilettante nature, inspired by dreams of personal glory; now they are in deadly earnest, devoted to the spread of Andoran's philosophy.

Those who are selected for the Eagle Knights undergo rigorous and secret testing to determine the branch for which they'd be most suited, and are said to bear a small and stylized eagle figurine somewhere upon their person: a golden eagle for the Golden Legion, a blue falcon for the Steel Falcons, and a black hawk for the rumored Twilight

Talons. The colors represent the Andoren flag, and stand for honor, courage, and freedom. The Eagle Knights need not identify themselves as such; when they do reveal themselves, they frequently do so suddenly and with a display of prowess to let their foes know that evil shall not prevail.

The Gray Corsairs are the navy's branch of the Steel Falcons. They are among the best sailors on the Inner Sea, and they fly no flags. It's said that they hide ships along the shores of the Inner Sea, trading crews and markings overnight to prevent pursuit and identification by their enemies. If they attack a flotilla, they save one or two ships for their own use, and sink the rest. When they catch slavers, they annihilate the slavers and teach the slaves to crew the vessels, bringing the freedmen home to Andoran to learn the ways of freedom. The Corsairs cooperate with the rest of the Steel Legion, transporting hardened veterans to hotspots and danger zones. The ships of the Gray Corsairs travel faster than most others on the sea, and it is said that even captured ships become faster under the guidance of the Andorens. Certainly wizards play a huge role with the Gray Corsairs, and priests of sky and sea are always welcome with them.

MUSIC

Comedic opera is the order of the day, especially that geared toward mockery of Cheliox. It is said that the enemy of fear is laughter, and by making the Chelish menace risible, common Andorens can conquer their terror of the great darkness that dwells in the west. Other popular forms of music include stirring anthems and ballads of the Revolt: none wish to forget the sacrifices made by their predecessors, and thus the bards ensure that these stories live on. Already some of them are acquiring the patina of legend, and some of the heroes of these stories have given up telling their neighbors that the songs take liberties with the truth—it's more important that the belief in the People's Revolt perseveres, and besides, the songs don't speak of the true horrors the revolutionaries faced... some of which still dwell in the mountains on the border of Cheliox. As the saying goes: "The best among us swallowed their fear and rose to the occasion."

In less formal settings, songs tend to be plain, lively, and accompanied by lute or lyre. As with the architecture of Azlant, old and antiquated instruments are making a comeback, and bards are eager to learn these instruments to gain credibility.

ONGOING PROBLEMS

Though generally a safe and pleasant place to live, Andoran is no paradise, and has its share of troubles.

The Darklands: The Candlestone Caverns are the major point of contact between Andoran and the Darklands,

reason enough for most Andorens to avoid the area. While most Darklands denizens shun the harsh light of the surface, a steady stream of trade and cultural intercourse flows between the dark fey of the Court of Ether and the neutral and evil fey of the surface. Desperate fey who see their habitat being destroyed by logging are especially likely to make bargains with dark fey to secure aid and magical items to protect their homes. Many of the worst abuses of humans at fey hands are the result of dark fey "allies" taking things too far despite efforts by the local fey to moderate them. The Court of Ether knows that bad relations between humans and fey on the surface mean closer relations with their kin and more opportunities for the dark fey to exploit their surface cousins.

Fell beasts frequently enter the Candlestone Caverns from below, driven by some primal instinct to head ever upward. Rather than attempting to stop these creatures, the Black Claw kobolds of the caverns have created a series of one-way tunnels that herd destructive creatures up through the caverns directly to the surface. Local rangers and druids thus spend an inordinate amount of their time dealing with aberrations that should never have seen the light of day. There is a silver lining, however: while the kobolds change these routes to the surface often, would-be Darklands explorers with the know-how to track the aberrations back to their source can often find a direct and largely untrapped route into the depths of the caverns and the deeper levels beyond.

Foreign Agents: While Andorens are largely united in their ideology and love of common rule, foreign powers more used to intrigue see Andoran's open system as ripe for exploitation. Foreign agents primarily focus their attention on displaced nobles, trying to get the presumably disgruntled former nobles to work against the Andoren government. (For an example of such meddling, see the Pathfinder Module *Tower of the Last Baron*.) For the most part, these blandishments fall on deaf ears. With the example of bloody Galt on the one hand and infernal Cheliox on the other, most of the former aristocrats of Andoran realize how good they have it and are as immune to foreign persuasion as anyone else in the republic.

Andorens have some inkling of the high level of foreign subversion that is being attempted and do not take kindly to it. In fact, the greatest danger foreign agents in Andoran pose is to the Andorens that they try to persuade. If the agent is exposed, they may well be able to flee, but the target, even if they rebuffed the agent or exposed him personally, may fall under a cloud of suspicion. Businesses have crumbled and good names been sullied by supposed connections to foreign interests, and any respectable Andoren will go to any lengths to avoid being tainted by such accusations.

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Guilds and Monopolists: Andoran's patriotic mythology centers on the little man, typified often by the yeoman farmer or the small business owner. Yet the reality of Andoran mercantile life is often that of powerful guilds, large banks, and monopolistic consortiums. Many representatives to the People's Council push hard to restrain the large guilds and monopolies from acquiring more wealth and power, while the lobbyists and grandees of the Lumber Consortium, the Forester's Endowments, and others work to persuade the ministers that prosperity for them is prosperity for all.

Kobolds: Kobolds haunt the forests and mountains of Andoran's western and northern borders, from the Aspodell Mountains to Emperor Peak. Large tribes exist in the Candlestone Caverns, around Mount Kia, and until recently in Darkmoon Vale. Large or small, tribes mostly keep to themselves, fortifying their territories with numerous and deadly traps. Rangers and woodsmen in the area often become adept at spotting and disarming traps, though smart humans don't disarm a kobold trap except at great need—disarming one trap guarantees that another will be set, and you might not know where the new one is.

The most numerous and ferocious kobold tribe in Andoran is the Black Claw tribe, centered on the Candlestone Caverns. Several smaller tribes live in the area as well, serving as tributaries and vassals of the Black Claws. The Black Claw tribe gets its name from a desperate combat tactic it uses in times of great need. When threatened, the tribe has its best warriors paint their talons with spider venom. This allows them to slay the enemy more efficiently, though the berserkers who don't die in the melee eventually waste away from accidental contact with the poison, as it is difficult to wash off effectively. The Black Claw tribe fills an important niche in the Candlestone Caverns, serving as an occasional intermediary between Darklands residents and the surface dwellers above. The tribe understands that this lucrative position is based on trust, and those adventurers who know the special signs to indicate that they've come to trade are generally safe from the tribe's depredations as long as they mind their manners and watch their footing.

The Bonebrow kobolds of Mount Kia are less numerous than many tribes but cover a much larger territory. Bonebrows are fanatically territorial and believe that everything within 20 miles of Mount Kia belongs to them. Legend has it that an extremely reclusive red dragon named Susturthys has encouraged them in this belief just to keep other creatures away from her lair on the mountain. This legend is supported by the comparative wealth and sophistication of the tribe. The traps set by the Bonebrows are unusually numerous, and many have secondary traps that spring when the first trap is disarmed. The territory around Mount Kia is so laden with traps that it remains

REGIONAL TRAIT

Kobold's Neighbor (Andoran): You grew up in wilderness where kobolds make their homes. You learned early on how to find traps before they find you, how to disable them, and when you should just walk away. You gain a +2 trait bonus to Perception checks to discover traps and a +1 trait bonus to Disable Device checks.



largely uncharted, despite the enticing ruined structures near the base of the mountain.

Piracy and Slave Raids: The Inner Sea is a dangerous place, and the Andoren coast is no exception. Andoran's ardent abolitionism is no protection from slavers—in fact, most slavers relish the opportunity to enslave citizens of the nation that makes their livelihoods so much more difficult. Consequently the small towns of Andoran's coast have to be constantly on alert for slave ships. Pirates pose a similar problem, though the coast towns have developed several ways of defending themselves, usually including young men employed as lookouts. If a ship is confirmed to be a slaver or pirate, or simply heads toward town when no ship is expected, the town evacuates into the local “badger den,” usually an old redoubt or cave system, ready to wait out the invaders. The town militia stays outside to pepper invaders with arrows until such time as they are forced to seek shelter with the rest of the town. Most towns have booby traps in major buildings, set up in such a way that they can be activated by the fleeing militia, posing no danger to townsfolk in the meantime. Usually the militia's harrying, the booby traps, and the lack of easy plunder keep the towns secure. Additionally, the merchant marine often keeps its convoy routes close to the coast, and many slavers have finished their raid only to find an Andoren merchant convoy bearing down on them.

Verduran Defenders: One of Andoran's most persistent problems is the friction between Andorens and the druids and fey that live in Andoran's forests. Logging is a major industry in Andoran, fueling shipbuilding and many other important aspects of the economy. Andorens are generally comfortable allowing the wholesale logging of forests to reach its logical conclusion, as it has in the Arthfell Forest, which is now a small fraction of its original size. While Taldor has an agreement with the Verduran druids, Andoran has no such agreement, and the druids tasked with the preservation of the forest and are often willing to fight to hold back the tide of civilization. Fey who live in the remaining forests generally do not think so long term, but when they find themselves suddenly living on the edge of the forest instead of in its depths, they may take violent defensive measures. Loggers and woodsmen die under suspicious circumstances as ordinarily peaceful fey lure

them into bogs and under widow makers. Mill operators lose life and limb in strange equipment accidents. All the while, lumber camp life is made practically unlivable by minor inconveniences and hassles that start cropping up every day.

These aggressive tactics on the part of the fey occasionally work to drive the humans to another part of the forest, but often the loggers just deal with the danger and continue cutting. Sometimes, however, anger and resentment at the deaths and indignities reach a fever pitch. In those circumstances anti-fey pogroms can erupt. Whole camps head out into the surrounding woodlands, axes and torches in hand, looking for any sign of fey residence and destroying it. Circles of toadstools get kicked apart, rivers get dammed to destroy waterfalls, and ancient trees may be chopped down before their time just for spite. Any fey who show themselves under these circumstances are likely to be killed on the spot. In the wake of these pogroms, the surviving fey often flee in search of deeper places, but sometimes the remaining fey are so embittered that they escalate the situation, launching a new assault on the camp, the loggers, and their families. Such “forest wars,” once ignited, do not end until the last fey have fled into the heart of the forest or the last logger’s wife convinces him that the money isn’t worth the danger.

TECHNOLOGY

Andoran is as technologically advanced as the other prosperous Inner Sea nations, but there are some noteworthy differences around the use and prevalence of high technology. In Taldor, Cheliox, and Qadira, conveniences such as clocks or running water are the prerogative of nobility and symbols of great status. Even if a humble merchant could afford such things, owning them might be seen as above his station. In Andoran, people can buy anything they can afford without fear of seeming uppity, and prices for technological items are not driven up by overzealous guilds or government price-setting.

The egalitarian nature of Andoran has another effect as well. While useful items are much more widespread here than elsewhere, luxury items that serve little useful purpose are rare. The courts of Taldor and Qadira are full of ingenious clockwork contraptions that, while extremely expensive, serve only to entertain the idle courtiers and royals. Such ostentatious displays of wealth are frowned upon in Andoran, where those of great resources are expected to invest them in furthering the creation of wealth rather than squandering it.

Eyeglasses are a technology that is more widespread in Andoran than elsewhere. Not only are there a comparatively high number of lensmakers, but in some

cities there is government funding to subsidize eyewear for those in important occupations that require superior eyesight. Where a Chelish clerk with old eyes might be forcibly retired, Andoran gives such people a new chance at their livelihoods, at least if their skill gives their work greater value.

Andorens have taken to paper with great excitement, and a small but substantial share of Andoran’s timber goes into the paper mills. Paper has supplanted parchment for much of private enterprise, and while the government still uses parchment for official decrees, the many volumes of regulations that run the country are printed on paper for uniformity and ease of storage.

Printing presses are another example of Andoren government providing high technology for the use of the less wealthy. Government-owned printing presses which are used during most of the year to print government documents are made available during election season to allow candidates to print campaign literature for a nominal fee. This ensures that those candidates without deep pockets can have their voices heard. Andorens see furthering democracy and freedom as the highest use of any technology, and the government often gives grants or loans to natural philosophers and inventors who claim to be on the cusp of a new discovery, in hopes that it can be harnessed to further the goals of the republic.

WILDLIFE

Those interested in Andoran’s wild animals quickly realize why the elite military organization here is called the Eagle Knights—birds of prey are common in Andoran, whether they are eagles, falcons, hawks, or owls. In the woods to the east and the west, one might find badgers, black bears, raccoons, or wolves. In the middle plains, the easiest animal to find is a sheep or a cow, with badgers less common; someone looking for a suitable familiar or animal companion there is best advised to seek other terrain, though birds, cats, lizards, and rats can be found almost anywhere.

RELATIONS WITH NEIGHBORS

Among the ruling classes of other countries, Andoran suffers from a poor international image. Foreigners’ desire to retain unfettered control over their subjects faces a serious threat from the Andoren ideals of freedom and democracy, and though these foreign rulers may insist that they want better lives for their subjects, their actions betray their true motivations.

Cheliox: Cheliox still does not recognize Andoran as a separate country, but prefers to look at its neighbor as a breakaway, rebellious province. The nobles of the House of Thrune are said to realize that the chances of

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reunion with Andoran are slim, but officially restrain themselves from commenting on the matter. The two countries share a tense border, dotted with garrisons and keeps, and rumor has it that Chelish agents move back and forth across this border on “repatriation” raids, in which they kidnap Andorens and drag them back for intensive questioning and realignment of their patriotic duties.

Druma: Druma regards Andoran as little more than a potential market; its leaders have no time for the democratic shenanigans of the Andorens, and deal with them as infrequently as possible. They are allies only in economic terms, and any military alliance would have to be paid for before Druma would bestir its forces.

Isger: As one of Cheliox’s few remaining holdings, Isger’s attitude toward Andoran is one of outright hostility. Fortunately for Andoran, Isger’s forces stand on guard against a resurgence of goblinoids from the Chitterwood, and must defend the vital trade routes through their country. They have no time, energy, or resources to devote to causing trouble in Andoran.

Kyonin: Kyonin keeps largely to itself, and the Andorens return the favor. Though the elves have their noble houses and commoners, they see the core of the Andoren philosophy as a close cousin to that of their own, which respects life in nearly all its forms. The two countries have recognized no formal alliance, but if asked, Andoran would likely send troops to defend the elves, and the elves might help Andoran in other, subtler ways. Commerce between these two countries is either infrequent or covert.

Taldor: The introspection and decadence of Taldor dooms its relationship with Andoran to a minor irritant, at best. The Taldan nobles spend their time plotting against each other, against Qadira, against Cheliox—in short, against nearly everyone on Golarion. They are in no danger of uniting to face Andoran, and until they do, the worst they can offer is a series of raids and border skirmishes, which the Andoren militia guards against with fervor and dedication. Andorens can trade in Taldor and travel freely, though of late more Andorens have been disappearing in the cities and villages of their ancient mother country.

COLONIES

Colonies of Andoran survive far from the shores of Avistan. Founded back before Andoran renounced Cheliox or Taldor, they have grown and changed in the intervening years to become their own entities. Though magic and the enduring spirit of Andorens serve to unite them under a common thread, in some places that thread has become taut and threatens to snap altogether.

Arcadian Colonies: Settlements such as Elesomare dot the eastern coast of the Arcadian continent, providing

ships full of lumber and agricultural goods to the homeland. Since few of Andoran’s pre-revolution nobles had decamped to Arcadia in the first place, and since the colonists had largely left Avistan to escape the nobles’ reach, the notes of the revolution sounded sweet to the colonists’ ears. They have embraced the government’s change wholeheartedly and have begun the dangerous work of dismantling the power of the Lumber Consortium in Arcadia. Back in Avistan, the Eagle Knights and the government do not officially approve of these efforts, but seem strangely slow to send reinforcements to aid the beleaguered Lumber Consortium camps in Arcadia. The colonists of Arcadia hold to an idealized view of the People’s Revolt, and some of the sailors returning from a voyage across the sea suggest that they might be approaching Galtan levels of idealism.

The Sun Temple Colony: This place on old Azlant’s rocky shores is one of the most notable and terrible of Andoran’s colonial efforts. Though the colonists have largely disappeared from human knowledge and the daylight world, they have left certain clues that they still survive. Rumored to be religious fanatics hidden away from the sun behind ivory doors that bear fantastically carved friezes of disporting horrors, they still contrive to reach out to mystics and seekers after higher truth in Almas. It is said that a special house on a poorly lit street in the capital is an anchor, a new and magical gateway to their commune, but the investigators who seek the truth of this knowledge have either found nothing or have disappeared. What the Dwellers in the Temple now desire is beyond the knowledge of men.

Other Colonies: Andorens are an adventurous, nomadic people, and now they have the fervor of their new patriotism to light their way. Groups of hundreds strike off across the world every year, intent on discovery and revelation, and who knows which of them may flourish? Seed colonies have sprung up on every continent across Golarion; some of them have made close allies and others have created mortal enemies. Still others have disappeared altogether. Whether any bear fruit for Andoran as a whole remains to be seen.

RESOURCES

While much of Andoran’s wealth can be attributed to House Vaylen’s efforts to acquire rare and precious antiquities abroad, the land itself is quite bountiful, and merchant vessels—their bulky hulls weighed down with goods—constantly set out from the ports of Augustana and Almas to the various nations of the Inner Sea and beyond. The three greatest exporters in Andoran happen to also be the three greatest banks: House Vaylen, House Goldfield, and House Naran.

House Goldfield deals primarily in gold, silver that it acquires from dwarven miners in Darkmoon Vale, and alum. More so than the precious metals, alum generates much wealth for the Goldfields, as it is used all throughout the Inner Sea nations for the textile industries, glassworks, tanning, the removal of grease and other impurities from wool, and as a mordant for various dyes. Mined along the windswept shores of the Cape of Hope, alum is perhaps Andoran's most important and lucrative export next to antiquities. Coastal raids from pirates for the precious commodity has led to increased offshore patrolling by the Gray Corsairs.

House Naran, while dealing almost exclusively with timber, is also the number one exporter of the dyes that are created from various types of bark: deep blue and black dyes from willow, brown dyes from red oak; slate dyes from pine, and purple dyes from maple, just to name a few. They also export wax and bales upon bales of almonds.

House Vaylen's main branch, found in Augustana near the People's Market, houses one of the largest catacombs in all of Andoran. Stretching beneath the bank in a vast, labyrinthine network, the catacombs' primary vaults are used to store the countless relics that constantly filter in from across Golarion. There they are kept briefly in one of the many well-protected rooms before being catalogued and shipped to the docks for export. The Depthless Vaults, as some have taken to calling the catacombs, have captured the imaginations of many, with wild speculations and rumors passing over the lips of the citizens who claim that there are all manner of ingenious traps, magical constructs, and dangerous critters standing sentinel within its shadowed halls. When the infamous Chelish rogue known as the Twilight Bandit was captured attempting to break in, the vaults became a symbol of national pride, and many patriots liken its impenetrability to Andoran's spirit. But relics are not the only trade item of House Vaylen; in addition to priceless artifacts, it exports luxury items such as exotic furniture, ceramics, perfumes, and spices.

Other Andoren exports include coal, cotton, fish, fruit, furs, glassware, iron, limestone, olive oil, salt, silverware, wine, and worked stone (both from quarries and polished riverstone).

THE LUMBER CONSORTIUM

The Lumber Consortium's relationship with the Free Peoples of Andoran can be described as strained, at best. While the consortium's shady dealings and underhanded

business practices chafe the moral sensitivities of the People's Council, they have little choice but to ignore the ethical implications. This is largely due to the lobbying of House Naran, who points out again and again to the People's Council that without the lumber and darkwood of Darkmoon Vale, the shipyards in both Augustana and Almas would fall silent, endangering not only national security but also the economy of both cities.

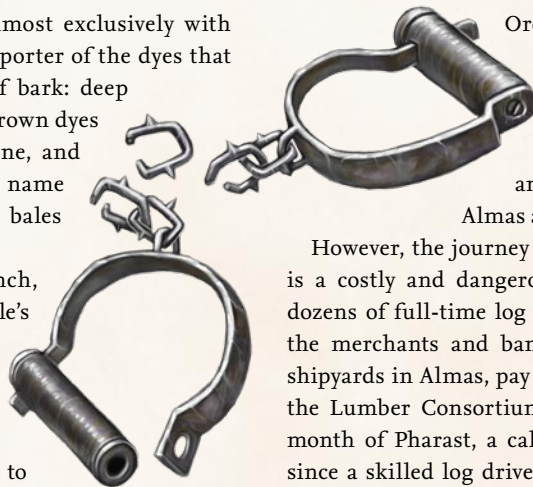
So the current relationship stands, and every spring the Lumber Consortium floats the stripped, felled trees down the Darkmoon River, onto the River Foam, and down the Andoshen until they reach Oregent, where they are collected by a log boom, hauled ashore, and delivered to Oregent's sawmills. After they are cut, the lumber is loaded onto barges and delivered to the shipyards in Almas and Augustana.

However, the journey from Darkmoon Vale to Oregent is a costly and dangerous one, requiring dozens upon dozens of full-time log drivers. House Naran, as well as the merchants and bankers who own and operate the shipyards in Almas, pay for this expense every year, since the Lumber Consortium refuses to deliver. During the month of Pharast, a call is put out for log drivers, and since a skilled log driver can earn as much as 2 years of common pay in just a couple of months, many answer, but each year brings fatalities as men and women slip off the free-floating logs to be crushed or drowned. Though many appeal to the People's Council to stop the practice, for the time being it is viewed as a necessary evil.

SLAVERY

Prior to the People's Revolt, as much as 30 percent of Andoran's population consisted of slaves. Toiling away on nobles' lands or in other servile pursuits, Andoran's slaves occupied a vast majority of the nation's jobs, contributing to a crippling unemployment rate and widespread poverty. With no other choice, many out-of-work citizens turned to banditry. The nobles responded harshly, erecting prison camps throughout the land where countless people were sent to toil away in mines or quarries. After a time, the prison camps became so profitable that the nobles began rounding up citizens who had committed no crimes but were merely unemployed, stating that such people would no doubt turn to banditry sooner or later.

After the People's Revolt, one of the first acts of the new republican government was to empty all of the nation's prisons and free all of the slaves, both of which had become powerful symbols of decadence, corruption, and tyranny. Slaves were granted citizenship. Prisoners were granted



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ACHIEVEMENT FEATS

First introduced in the *Legacy of Fire Player's Guide*, achievement feats require that you meet specific goals within the game in order to qualify for them. The achievement feats detailed below offer Andoren characters new incentives to promote the fundamental ideals of their nation.

CHAINBREAKER (ACHIEVEMENT)

Nothing rouses your fury and makes you more deadly in battle than the sight of slaves cowering before their masters.

Requirement: Over the course of at least five different occasions, free a cumulative total of 50+ sentient beings held in unjust captivity.

Benefit: When in combat with an opponent that you know owns or trades in slaves, once per round you may add a bonus to damage rolls for a melee attack, ranged attack, or targeted spell against that opponent. This bonus damage is +1 for every four Hit Dice you have.

DEVIL'S FOE (ACHIEVEMENT)

Once you were just another helpless victim, but now even the deepest pits of Hell ring with the lamentations of your adversaries.

Requirement: Face 10 different devils in combat and take damage or suffer some other sort of injury from five or more attacks made by each one without falling unconscious, fleeing, or otherwise becoming unable to strike back at them.

Benefit: Your attacks count as good-aligned for the purposes of bypassing the damage reduction of devils.

EAGLE KNIGHT CANDIDATE (ACHIEVEMENT)

You have proven your courage and skill to both the Eagle Knights and the leaders of Andoran.

Requirement: Character level 5th, convince four different Eagle Knights and either a member of the People's Council or an Andoran town mayor to write letters of commendation on your behalf.

Benefit: Choose one branch of the Eagle Knights you hope to join. You gain a specific benefit based on this choice.

Golden Legion: Each round as a move action, you may issue commands to all allies within 30 feet who can see and hear you. Each affected ally that obeys your orders gains a +1 bonus on attack rolls, Armor Class, and saving throws during that round.

Steel Falcons: You deal +1 damage with weapon attacks directed at any creature against which you have concealment. If you have total concealment against the creature, this bonus increases to +2.

Twilight Talons: During the surprise round, the threat range of your weapons doubles for any attack made against unaware targets. This does not stack with any other effect that expands the threat range of a weapon.

TALMANDOR'S LIFTING (ACHIEVEMENT)

You felt the powerful wings of Talmandor surround you when you risked death from a fall, and somehow a tiny spark of his essence remains connected to your soul.

Requirement: Take at least 10d6 falling damage on three different occasions and survive.

Benefit: When you cast a healing spell on an unharmed creature, it briefly manifests as a pair of wings made of golden light. The spell's duration becomes "1 hour or until discharged." For the next hour, the spell remains on the target, triggering automatically as a swift action if the creature takes damage or experiences an effect that the spell could cure, mitigate, or remove (which causes the wings of light to appear briefly).

For example, if you cast *lesser restoration* on an ally who had no ability damage, the spell would trigger immediately if the target became fatigued, exhausted, or took ability damage, but not if the target suffered ability drain, energy drain, or hit point damage (none of which are affected by *lesser restoration*).



co-ownership over whatever mine or quarry they had been forced to work. Not only did this fulfill a sense of justice, but it was also a wise move on the part of the fledgling government, as it ensured that the resources would continue to yield the same productivity, as those who knew the trade most intimately were suddenly in charge of running it.

While some were satisfied with abolishing slavery within Andoran, many—particularly ex-slaves—raised their voices against the practice of slavery everywhere. The People's Council voted and decreed that it was a criminal

act for bankers to invest in foreign slave trades, including lending foreign slavers money or accepting their deposits. As such, economic ties with many nations were strained, and for a time those with Katapesh were severed completely.

Upon his appointment to office in 4704 AR, Supreme Elect Codwin I passed a motion in the People's Council that made it legal for any Andoren ship to seize or sink any Katapeshi slave galley sailing the Inner Sea. The following year, the Gray Corsairs sank three such ships, marking the beginning of what some are calling the War Against Slavery.



CITIES OF ANDORAN

Liberty's Foundation

In keeping with Andoran's egalitarian views, this chapter covers a number of the most important cities and towns of Andoran.

ALMAS

When foreigners speak of Andoran's arrogance, they mean Almas. When they spit and snarl about the gilt temples to mob rule, they mean Almas. When they talk about slaves rubbing shoulders with free men, half-breeds walking with purebloods, or commoners acting like kings, they mean Almas. Everything such people hate about Andoran is typified in Almas, and as the city has grown from a

provincial seat to one of the major powers in Avistan and beyond, the character of Almas has changed accordingly.

ALMAS

Metropolis standard (democratic government); AL NG

GP Limit 16,000 gp

DEMOGRAPHICS

Population 76,600

Type mixed (73% human, 9% halfling, 8% dwarf, 7% elf, 2% gnome, 1% other)

AUTHORITY FIGURES

Codwin I of Augustana, Supreme Elect of the Free Peoples of

CITIES OF ANDORAN: LIBERTY'S FOUNDATION



Andoran (human paladin of Iomedae); **Darius Silvershoe**, Bishop of Almas (male human cleric of Abadar); **General Reginald Cormoth**, commander of the Eagle Knights (male human paladin of Iomedae); **Commander Jhonn Bleys**, commander of the city guard and surrounding militias (male half-elf ranger)

A BRIEF HISTORY

The first Taldan colony began at the mouth of the Andoshen River. In those days, the forest ran from the Nogortha Peaks to the sea, and created a forbidding backdrop to the nascent town. As the years marched on and the demand for Andoran's lumber continued unabated, the forest receded as settlers drove it back with axe and saw. Taldor turned Almas into the regional seat of government, and then a colonial government, and it continued to grow as merchants directed their goods and materials down the Andoshen River and into the great city. Apart from the variable tithe and taxes directed back to the imperial throne, Andoran Province poured its money into vast infrastructure projects and building the civic life of the countryside, allowing the province to prosper. The walls that came up around the city turned it into a stronghold.

Once Andoran joined Chelias in the course of the Even-Tongued Conquest, Chelias installed a garrison and reinforced the walls, improved the bridges, modernized the sewer systems, and created a military-ready city. The city became stronger and more attractive for merchants, and though it has been and will continue to be a target for foreign powers, none has ever succeeded in breaching the walls.

Once the Andorens threw off the Chelish yoke, they lined Almas's broad avenues with statues, and turned this place into a dream. The city guard patrols the walls, the navy of Andoran patrols the waters, and the city seems safer than ever.

FOREIGNERS IN ALMAS

As part of their ideals of equality and diversity, Andorens welcome foreigners and other races to the capital city, and strive to integrate these newcomers whenever possible. Many of these newcomers choose to integrate slowly, though, and isolate themselves within their own communities until they're ready to experience the greater culture. Perhaps their ancestors were slaves, brought back to Almas to start anew. Perhaps they were fleeing a murderous army. Perhaps they simply wanted to create a new life for themselves. Whatever the truth, most foreigners find the reality of life in Andoran alarming. The freedoms that Andorens regularly accept, the way the citizens speak their mind without fear of reprisal from powerful men, and open and accountable government are

THE ARCHSTONE

In 4670 AR, after the People's Revolt established a new government in Andoran, a delegation of gillmen from the Inner Sea arrived in Almas, dragging a heavy crate as a gift to the people. Inside was the keystone to the Arch of Aroden, pulled from the sea floor after the great bridge collapsed. The gillmen said nothing of the gift other than that their leader instructed them to give it to the people of Andoran in support of the new government of freedom and equality. The People's Council voted to use it to build a monument to Talmador in the Field of Concord. Bearing Aroden's symbol, the keystone's winged eye watches over the Palace of the People's Council, and the residents of Almas make a habit of touching the keystone when they pass, as if it were a luck charm.



truly alien to many of the newcomers, and so they isolate themselves in ghettos and neighborhoods among others of their race or nationality. Andorens try to encourage the immigrants to integrate, to live among the free people of Andoran, but for many the bonds of fear or blood prove too strong. Thus, each enclave imports its own customs, beliefs, gods, and foods to the very heart of Almas. Abadar's missionaries travel among these outlanders and help improve the buildings and show the newcomers they have nothing to fear from this new land, and Erastil's faithful instruct them on how to integrate their city lives with the lives of their rural brothers.

This is not to say that everyone is so welcoming, or that all the immigrants are freedom-seekers. Some of them are agents of foreign powers, and it is said that shadowy Andoren nationalist groups keep close eyes on the slums.

DISTRICTS

Almas is situated on a ring of hills that slope gently down to the harbor. Three medium-sized rivers—the Tamuth, the Kernite, and the Moulton—join the Andoshen shortly before it empties into the sea. Sturdy stone bridges link the city together across the rivers, high enough that riverboats can ship their goods to market without crashing into the pilings.

The southwesternmost district of the city contains Smithtown and the dwarven enclave, the meatpacking district, the tanneries, and the slaughterhouses. In Smithtown, one can find master craftsmen and their apprentices, turning out high quality material, as well as the smiths who work in bulk, with less precision. The dirt streets are wide enough to drive herds and carry iron-laden wagons, and in heavy rains, they turn into an impassable morass. The gate that opens to the outside world is called Iron and Hoof. North is the Field

of Concord; though this is not the physical center of the city, it contains the city's heart. To the west of the great avenue sits the palace of the People's Council, where the representatives of Andoran meet to deliberate the laws and the treaties of Andoran's future.

The Field itself is a broad, cobbled avenue lined with statues of the heroes of Andoran's revolution, plaques at the base of each outlining their achievements. Each of these statues stands guard at one of the entrances to a smaller gardened alcove, in which merchants set up stalls and display their wares during the monthly market. In the center of the vast field stands the Golden Aerie, the headquarters of the proud Eagle Knights. To the east stands the Golden Cathedral, now a great library and assembly hall where the people of Andoran enshrine the tenets of common rule and display the published writings of the greatest proponents of freedom. The University District is farther north, where students come to study at the great ivy-strewn Almas University. The students and

the dons are instantly recognizable by the flowing black gowns they wear, and by the notched dueling swords they carry, for students undertake daily calisthenics and blade work during their time at university. The Embassy District houses diplomats of the nations that recognize Andoran as a sovereign power and wish to treat with her people. Each of them is walled and guarded, its architecture reflecting the character of its people. This is a more organized and stricter district because of the presence of the embassies, with a greater civil guard to protect it.

To the east is the great Andoshen River, lined with bridges and quays for merchants to offload their wares. To the south is the Wood District, where reside the lumber mills that made Andoran famous. At certain times of the year, the rivers fill with timbers floated down from the outlands, and the merchants who use the rivers resign themselves to overland cartage for a few weeks.

North are two- and three-story wooden buildings, where merchants and their families live above their shops. Heading still north is the Theatre District, a home to all manner of artists. The eastern area is the most residential area of the city. Closer to the city wall, the homes are primarily of wood, while they're made of stone closer to the center. The Avenue of the Gods runs east to west, exiting out Godsgate. Temples, churches, and sanctuaries line the Avenue of the Gods (which eventually reaches Godsgate at the city wall), with the greatest representation from good and neutral gods. The few temples dedicated to evil gods understate their presence, and their worshipers tend to hide their comings and goings. In the southernmost part of the city sits the Mercantile District with the great Exchange, the warehouses, the headquarters of the Lumber Consortium, and the mansions of the wealthy and former nobles.

GOVERNMENT

Since the Supreme Elect of all Andoran and the mayor of Almas are the same person, the People's Council select a person who can rule both city and country fairly. Codwin I splits his time between his mayoral offices and the People's Palace; after the summer's assembly of representatives has ended and they return home to their villages, he can devote greater attention to the needs of Almas.

Each area of the city elects a representative to the City Council, and the weekly meetings in City Hall frequently become contentious as representatives squabble over infrastructure improvements and the state of the treasury. Once a month, the meeting floor



CITIES OF ANDORAN: LIBERTY'S FOUNDATION



in the People's Palace is turned over to the public, and citizens are welcome to speak of matters that concern them. Recent meetings have seen an increase in animus against foreigners, and more accusations of "acting Chelish" have been thrown around; there is likely to be trouble soon.

CULTURE

Andorens in Almas are proud of the art they produce. They consider it a civic and patriotic duty to support their artists and ensure that these voices are heard. Street musicians are common, as are those in taverns, and it seems that every neighborhood has an amateur troupe or playwright producing something. Sculptors, metalworkers, and woodcarvers produce excellent wares that fetch high prices here or in foreign markets.

The duty-free First Toilday market is a huge draw for farmers around the region, and the Great Andoren Fair of Sarenith brings an influx of many thousands every year. This is an opportunity for foreign agents to slip in and cause mischief, and it's an equally excellent opportunity for concerned citizens to smoke those agents out. The Eagle Knights and City Guard are on special alert in the time leading up to and during the fair, and thus far they've managed to prevent any major incidents.

AUGUSTANA

The second city of Andoran, Augustana is primarily a military seaport. The small Arthfell river empties into the sea here, its mouth comprised of an inner harbor (the "fresh harbor") and an outer harbor (the "salt harbor") bracketed by two tall headlands. The part of the city surrounding the salt harbor is industrial, including numerous shipyards and dry docks both military and civilian, along with moorage for deepwater sailing vessels of all types. Entrance to the fresh harbor requires passing under two large bridges, the Fleet Bridge and Market Bridge, and therefore the fresh harbor is restricted to small fishing vessels and river traffic. Admiralty Hill to the north is covered with the manors of wealthy naval officers and merchants, though the hillside fronting the harbor has been carved into a series of artificial fjords that serve as cradles for the construction of the most elaborate Andoren warships. Aegis Hill to the south is entirely covered by Fort Constance, a giant coastal fortification which protects the harbor from seaborne attacks and guards the approach to Arsenal Island, the smaller fortress that houses the Andoren naval arsenal.

The city has the bearing of a military city, the large civilian commercial presence notwithstanding.

AUGUSTANA

Metropolis standard (democratic government); **AL NG**

GP Limit 16,000 gp

DEMOGRAPHICS

Population 54,200

Type mixed (70% human, 12% Halfling, 8% dwarf, 4% elf, 4% gnome, 2% other)

AUTHORITY FIGURES

Radas Menadian (male human expert), mayor; **Haskell Whaley** (human male expert), Consul Admiral of the Andoren Navy; **Silea Pentarian** (female human expert), President of the Forester's Endowments

Augustana has seven districts. In the shadow of Arsenal Island stands Arsenal District, a large complex of civilian shipyards and moorage for commercial vessels. This neighborhood facilitates most of the foreign trade that passes through Augustana. The north edge of the fresh harbor is Copperdown, a district overrun by sagging warehouses, decrepit apartments, and shanties. Here reside the lower classes of Augustana, working as longshoremen, fishermen, or other tradesmen in the shadow of the great ships. Divided by the river, Fleet is the commercial heart of Augustana and contains both bridges and several major all-purpose markets, along with housing for those who run them. The Consul Admiral's true headquarters are in Fort Constance, an imposing pile of stone overlooking the harbor and housing thousands of men. Catapults lining the towers and walls have access to large stocks of alchemist's fire, making any seaborne assault on Augustana suicidal. South of the river lies Oldtown, the historic center of Augustana, replete with large squares, statues, fountains, and marble-fronted buildings. More money and influence changes hands here than the rest of the city combined. Augustana's Shipyard District is the birthplace of every ship of war that Andoran produces. Everything from ships of the line to frigates and sloops are produced on the northern shore of the salt harbor. South of Fort Constance, Aegis Hill becomes a long, gentle ridge called the Slopes. Here are the manors of Augustana's permanent inhabitants, competing with the transient population of officers and merchants residing on Admiralty Hill. Many of the wealthy who live here trace their fortunes not to the sea but to extensive holdings farther inland.



BELLIS

Each year Bellis plays host to several hundred transient lumberjacks who come in the spring, work, then leave before winter. Members of the “old families,” as native Bellisians call themselves despite the fact that the town is barely 50 years old, generally view the rowdy lumberjacks as irritants they must tolerate since they need more loggers than the town’s population can provide. The lumberjacks tend to spend their off-duty hours drinking, fighting, and making nuisances of themselves. For this reason, most of the lumberjacks live in the so-called Pit, a natural hollow adjacent to the Sellen River filled with tents and shanties, while the old families live in the surrounding high ground in a ring of permanent homes and larger buildings. The town authorities take a hands-off approach to the Pit, ignoring all but the most serious crimes.

Bellisians regard the production of honey with the same passion other towns devote to the making of wine and sincerely believe they can tell the difference in year and production technique by taste alone. Though many outsiders view such fussiness as slightly ridiculous, even the roughest woodsman can appreciate the resulting quality of the town’s mead.

Bellisians see forestry as their birthright, and virtually all of them learn at least its rudiments, though they insist upon calling themselves “foresters” as opposed to “lumberjacks,” whom they regard as undisciplined amateurs. (Angry Bellisians often call the target of their scorn “jack,” as in “Are you talking to me, jack?”). When searching for a metaphor or other sorts of descriptive language, Bellisians tend to use forestry terms. For instance, a Bellisian might be more likely to use the term “rotten” for a person of low character, or describe a pretentious person as “full of sawdust.” They also have a rather low opinion of Taldor and its inhabitants, believing them decadent and corrupted by every imaginable vice. They often pepper their conversation with the phrase “perfumed Taldan.” For instance, “That nag pulls about as much weight as a perfumed Taldan.”

BELLIS

Large Town standard (democratic government) AL NG

GP Limit 2,000 gp

DEMOGRAPHICS

Population 4,800

Type Mixed (79% human, 9% halfling, 5% elf, 3% dwarf, 2% gnome, 1% half-elf, 1% half-orc)

AUTHORITY FIGURES

Brigim Tell (male human expert), mayor; **Fayette Tount** (female human cleric of Erastil), **Telgara Raym** (female human wizard), confectioner; **Ulfas Blust** (male human expert), logging magnate.

BELLIS TRAITS

Only characters from Bellis may select the following traits.

Bellis Axe Master (Regional): No one knows how to swing an axe better than a Bellisian! You gain a +2 trait bonus on all rolls made to confirm critical hits with axes (battle axe, hand axe, or greataxe).

Bellis Honey Harvester (Regional): Your frequent exposure to bees—and their stings—makes all such creatures seem more like nuisances than actual threats. You gain DR 3/— against damage dealt by swarms and a +1 trait bonus on saving throws against distraction and poison from swarms.

Bellis Log Roller (Regional): The time you spent leaping between slippery logs as they whirled down the Sellen River taught you how to keep your footing. You gain a +1 trait bonus on Acrobatics checks and a +1 trait bonus to your CMB when attempting to resist trip attacks.

CARPENDEN

Each of Carpenden’s seven fiercely proud neighborhoods, positioned on seven different hills, believes itself the original settlement and the other six mere additions created as the city grew. In years past, fractious disputes between the hills sometimes erupted into vicious street fighting. This forced succeeding governments to station more and more troops in the city simply to keep the peace. Even now, long after Carpendeners have arrived at their own unique way to settle the quarrel, tradition still makes it one of the larger military stations in Andoran.

Narrow cobblestone streets wind their way amid elongated buildings of rosy brick and dark wood. The highest stories sometimes actually lean against each other like old comrades, making rooftops a thrilling playground for the city’s children. Each hill also boasts a full complement of identical public buildings arrayed on the open square at the top. However, only one set gets used during any given year; something determined by the moonmelon festival.

Carpendeners prize the obscure moonmelon, despite the fact that their city earns its reputation as a source of fine wine and other delicacies, not to mention furniture, musical instruments, and other pieces of quality woodworking. With a rind of ghostly silver, the moonmelon quickly ferments on its own once plucked from the vine. Though this makes it almost impossible to preserve, it also gives it an increasingly potent kick before finally becoming inedible. During the hottest days of summer, cartloads of moonmelons pass through Carpenden’s gates—ammunition for a citywide food fight. Over the 5-day festival, everything in town shuts down as the neighborhoods celebrate another year and strategize for the festival’s final day, on which every

CITIES OF ANDORAN: LIBERTY'S FOUNDATION



TRADE GOODS
OF BELLIS



TRADE GOODS
OF CARPENDREN



TRADE GOODS
OF OREGENT

resident runs riot with overripe moonmelons, squads from each neighborhood barraging each other with pulp and juice to decide which hill gets to claim primacy for the next year. At the end of the festival, the Consul Marshall declares the winner by moving his headquarters to one of the hills. As a sign of their superior status, winning citizens wear red hats for the following month and lord their victory over the other six hills.

Carpenderers love spectacle and usually choose the finest things they can afford. They avoid wearing red, except of course when their hill wins the moonmelon festival, and frequently experience an instinctive dislike for visitors who do. When facing aggressive or demanding people, Carpendeners sometimes blurt out, "Who gave you the red hat?" They also spend a great deal of time musing about genealogy and referencing their own family trees, and often use their own family trees as metaphors. Most Carpendeners claim the ability to trace their ancestry back to the founding of the city, and that the residents of the other hills came from somewhere else.

CARPENDEN TRAITS

Only characters from Carpenden may select the traits detailed below.

Carpenden Lobber (Regional): Your regular participation in the moonmelon festival has made you wickedly effective at hurling harmless objects. You gain a +2 trait bonus on attack rolls when throwing items that do not deal normal hit point damage (such as weapons that deal nonlethal damage or items such as tanglefoot bags and thunderstones).

Carpenden Roof Runner (Regional): Your childhood playing atop Carpenden's buildings has given you a remarkable head for heights. You gain a +2 trait bonus on Acrobatics checks made when you are at least 20 feet above the ground.

CARPENDEN

Small City standard (democratic government); **AL NG**

GP Limit 4,000 gp

DEMOGRAPHICS

Population 10,600

Type Isolated (96% human, 2% halfling, 1% elf, 1% other)

AUTHORITY FIGURES

Deliah Grange (female human expert), mayor; **Jorab Mire** (male human fighter), Consul Marshal; **Ebzin Frain** (male human cleric of Abadar), high priest; **Alivanta Torgraso** (female human diviner), historian and scholar.

OREGENT

Oregent rings with the steady, almost constant peal of bells. Rather than calling the devout to prayer, however, the bells instead summon workers to the factories, mines, and mills that dominate the town. All facets of city life revolve around bell tolling and the special codes every Oregentan learns growing up. Bells tell Oregentans when to rise in the morning and when to go to sleep at night. They chime for meals and send children tromping off to school, then out into the streets to play. Despite the oppressive nature of the bells, Oregentans seldom complain, for the bells also give warning of imminent disaster.

Centuries ago, a devastating earthquake laid waste to the entire city and actually ripped open the labyrinthine Candlestone Caves just to the east. Though the scale of the disaster has never been repeated, even now the city rarely goes a month without suffering a tremor. When the bells of Oregent let out a confused cacophony, the townsfolk know to run outside. Perhaps because of this uncertainty, few Oregentans resent the fact that almost none of them actually own their homes. Instead, a handful of large businesses, many owned by members of the Lumber Consortium and its allies, hold title

to virtually every plot of land. The companies give employees permission to build houses on city lots but retain the right to immediately evict them should they ever lose their jobs. With these two considerations in mind, Oregentans tend to make rather flimsy homes, with lots of interior space divided by screens and rich with furniture, decorations, and other valuables easy to cart away to a new dwelling.

Of course, Oregent retains its fair share of more substantial structures. Many public buildings, along with the mills and factories that make it Andoran's industrial heartland, loom over the rest of the city. Virtually all of these larger buildings come with their own set of bells, and most of those structures with an industrial purpose also belch out clouds of smoke and ash which make their unique contribution to the sights and smells of the city.

Oregentans often appear crass, opportunistic, and even a little shallow to others. Denied the stability of permanent homes, they frequently find themselves measuring their security and self-worth through bank balances, portable goods, and their own marketable skills. When trying to make sense of the world, they often use money and commerce as metaphors. For instance, though as capable of loyalty as anyone else, on some level, Oregentans cannot help but look upon even their closest companions as collections of assets and liabilities and rating them as good investments or bad.

The bells of Oregent actually do ring out coded messages decipherable by every native of city. When the bells ring out nonsense signals, usually due to an earth tremor, the blood of every Oregentan chills. Perhaps because of that, Oregentans frequently use the term "clattering" as a generic curse word.

OREGENT TRAITS

Only characters from Oregent may select these traits.

Oregent Desperation (Regional): Your instinct to survive easily overpowers your intellect, and you consider this a more than fair trade. Once per day you can improve your condition from dying to disabled by taking 4 points of Intelligence damage.

Oregent Timing (Regional): After years of soul-numbing obedience to the schedules of others, you find synchronizing your actions with an ally second nature. Once per day when you take a readied action in combat, you gain a +3 trait bonus on the d20 roll for that action if it was triggered by an ally's action.

Oregent Vandal (Regional): You find it quite easy to apply your carefully honed instincts for building and repairing to destruction instead. You gain a +2 trait bonus on damage rolls made against targets with

hardness. This bonus does not apply to attacks that ignore hardness.

OREGENT

Large City standard (democratic government) **AL NG** (with LN tendencies)

GP Limit 8,000 gp

DEMOGRAPHICS

Population 22,700

Type Mixed (79% human, 9% dwarf, 5% halfling, 3% elf, 2% half-elf, 1% gnome, 1% half-orc)

AUTHORITY FIGURES

Elsbet Regere (female human paladin of Iomedae), mayor;

Therox Muraine (male human bard), corrupt demagogue; **Gristin**

Downdelver (male gnome rogue), gnome explorer; **"Bruiser" Tor** (ogrekin monk), Lumber Consortium enforcer

OTHER SETTLEMENTS

The following locations are very small or detailed more fully in another book.

Alvis: Alvis is home to the Andoren Alchemical Society. The society officially moved from Augustana the day after a large chemical fire nearly consumed the naval shipyards; half of the garrison was reportedly detached to help move the alchemists as quickly as possible. Alvis's newly built Alchemical Quarter features stone buildings with wide alleys and firebreaks, along with the constant smell of sulfur and other unidentifiable substances. Most shops here carry alchemical goods at a 10% discount.

Claes, Cyremium, Lavieton, and Souston: Andoran's Inner Sea coast is studded with small fishing settlements. Other than seafood and subsistence agriculture, these towns have little to offer visitors, and the Andoren Navy and merchant marine swell with sons of the coast out looking for adventure—or at least looking to escape the boredom of where they grew up. All of the coastal towns feature cellars, caves, or redoubts to which the townsfolk can retreat during a pirate attack or slave raid. An example is the Claes Redoubt, a ruined Azlanti fortress, which goes much deeper than the locals care to plumb.

Falcon's Hollow: This logging town is the primary settlement of Darkmoon Vale and is detailed at length in *Pathfinder Chronicles: Guide to Darkmoon Vale*.

Fusil: Isolated and completely surrounded by the ancient Verduran Forest, Fusil is largely at the mercy of its fey and druidic neighbors. A generations-old pact enables the township to survive: more than a century ago, the druids of the surrounding forests revealed to the town elders a rich gem vein in the nearby hills. The residents of Fusil make a comfortable living mining those hills, and in return chop not a single tree. Most of the town is made of stone and the locals use peat to warm their hearths.

CITIES OF ANDORAN: LIBERTY'S FOUNDATION



Olfden: Olfden is a pleasant farming community, home to many retirees from the Eagle Knights. Most of these former knights join the town militia, which is consequently as well-trained as the army and is often called upon to serve during military campaigns. The Olfden Volunteers are considered the finest non-military unit in southern Avistan, and the town is extremely patriotic. Citizen Hall features marble walls engraved with the names of every Olfden resident ever to die serving the nation of Andoran, whether on land or at sea.

Riverford: Riverford stands where the high road crosses the Andoshen river. An old stone bridge sprawls across the shallows and gives the town its name. There has been a town on this site for 3,000 years, and at least 10 major battles have been fought in the surrounding farmland. Farms and orchards form a patchwork with monuments, graveyards, and barrow mounds, and farmers regularly till up new relics of the past, be they old coins, arrowheads, or something more valuable. The fear that land might be confiscated to preserve or research a significant find causes many farmers to “shovel, sell, and shut up,” unloading these items as quickly and surreptitiously as possible.

Sauerton: This wine community is infamous for Sauerton Red, a cheap wine floated in enormous barrels down the Andoshen River to Almas. From there the dubious spirit is shipped across the Inner Sea. The wine is so cheap and plentiful that it has rarely been considered worth the effort to steal and has fueled one of Andoran's many colorful colloquialisms—shoddy craftsmanship or a poor stage performance may elicit a comment that the object of ridicule “must be down from Sauerton.”

Steyr: Steyr contains a large Galtan exile community, including many expatriate artists and philosophers. Thus Steyr casts an unusually long shadow in the arts community and among Andoran's literate middle classes. The money that comes in from expatriate artworks is often funneled to those families and friends still in Galt. The Andoren government is ambivalent about the practice—helping those in need is Andoren to the core, but pumping money into Galt may only prolong the violence. Be that as it may, Andoran gets some intelligence benefit from the exiles, using their connections to keep an eye on the political situation in their bloody neighbor.

Triela: This rough-and-tumble town serves as the final port of call for the lumberjacks who herd Andoran's Verduran timber down the Sellen River, and is regularly flooded with new money as the men do their best to spend it away before the hard slog back up to the wood. Taverns and brothels line the street and respectable folk stay in the “upper town,” a few gated streets of nicer houses and mercantile establishments that don't traffic with the rough river men.

AVORALS AND ANDORAN

An avoral is a bird-like celestial that stands about 7 feet tall. Generally human-shaped, its arms are great wings, and its head has a feathery cowl instead of hair, typically brown, white, or golden. Its bones are hollow but strong; a typical avoral only weighs 120 pounds. An avoral's wings have a human-like hand at the end, allowing it to use tools and weapons, though in battle it prefers to attack from the air and use the large claws on its feet. Like eagles, avorals have phenomenal vision, and can see fine details even at great distances.

In the Pathfinder Roleplaying Game, characters can use the *summon monster VI* spell to summon an avoral. Good heroes from Andoran can use *planar ally* to call Talmandor himself, though often another avoral responds in his stead.

AVORAL

CR 9

XP 6400

NG Medium outsider (extraplanar, good)

Init +6; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +22

Aura fear aura (20 ft., DC 17)

DEFENSE

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)
hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +9; +4 vs. poison

DR 10/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 20

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee 2 claws +16 (2d6+3), 2 wings +10 (2d8+1)

Special Attacks lay on hands (4d6, 6/day, as a 9th-level paladin)

Spell-Like Abilities (CL 8th; concentration +11)

At Will—*aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against evil* (self only), *magic missile*, *see invisibility*
3/day—*lightning bolt* (DC 16)

STATISTICS

Str 17, **Dex** 23, **Con** 20, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 29

Feats Dodge, Empower Spell-Like Ability (*magic missile*), Flyby Attack, Weapon Finesse, Weapon Focus (claw)

Skills Bluff +11, Diplomacy +7, Fly +22, Handle Animal +8, Intimidate +15, Knowledge (any one) +14, Perception +23, Ride +7, Sense Motive +15, Spellcraft +11, Stealth +18;

Racial Modifiers +8 Perception

Languages Celestial, Infernal, Draconic; *speak with animals*; truespeech

SPECIAL ABILITIES

True Seeing (Su) As the spell (caster level 14th), except self only, and the avoral must concentrate for 1 full round before it takes effect, and it remains as long as the avoral concentrates.



COMBAT

Steel Falcon Prestige Class

The Eagle Knights of Andoran constitute an elite military organization that serves to spread the ideological beliefs of the country while protecting its interests both at home and abroad. Based in the port city of Almas, the Eagle Knights are a vast and eclectic group of specially trained soldiers who are divided into three unique branches—the Golden Legion handles domestic security, the Steel Falcons advance the country's ideals abroad through diplomacy and battle, and a rumored secret group known as the Twilight Talons conducts espionage and similar acts against hostile entities. Of these, the Steel Falcons—formally called the Eagle Knights of the Steel Falcon—are the best known outside of Andoran, particularly the Gray Corsairs, whose ships attack slave galleons and liberate slaves.

Role: The Steel Falcons are Andoran's spiritual and physical vanguard, spreading the government's philosophical ideologies by whatever means necessary, from convincing a foreign noble by giving him inside information, to breaking the chains of the enslaved, to orchestrating widespread rebellion in an unfriendly land.

Hit Die: d10.

REQUIREMENTS

To become a Steel Falcon, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +2.

Feats: Iron Will.

Skills: Diplomacy 5 ranks, Knowledge (history) 2 ranks, Knowledge (local) 2 ranks, Sense Motive 5 ranks.

Special: A senior Eagle Knight must invite the character into the organization.

CLASS SKILLS

The Steel Falcon's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are features of the Steel Falcon prestige class.

Weapon and Armor Proficiency: Steel Falcons gain no proficiency with any weapon or armor.

Heart of Freedom (Ex): A Steel Falcon gains a +4 morale bonus to saving throws against charm and compulsion effects and attempts to possess his body or mind.

Enemy of Slavers (Ex): A Steel Falcon gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against slavers and slave-owners. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. At level 5, this bonus increases to +4. This is treated as a favored enemy bonus. If the Steel Falcon has a favored enemy bonus from another class and his target is a slaver as well as a favored enemy of another type, the bonuses do not stack, and he simply uses whichever bonus is higher.

Sailor and Survivalist (Ex): A Steel Falcon adds his level to Profession (sailor) checks and Survival checks to get along in the wild and navigate in the wilderness.

Heroic Speech (Su): At 2nd level, a Steel Falcon can inspire his allies with tales of greatness, heroism, and the ideals of Andoran. This functions like the inspire courage aspect of bardic performance, treating the Steel Falcon's class level as his bard level for determining the effect; if the Steel Falcon is a bard, his class levels stack with his bard levels to determine the effect of this ability and the effect of his inspire courage bard ability. The Steel Falcon can use this ability a number of rounds per day equal to his class level plus his Charisma modifier.

Luck of the Eagle (Ex): At 2nd level, once per day the Steel Falcon can reroll any one d20 roll, but he must take the new roll, even if it is lower.

Superior Aid (Ex): At 2nd level, when performing the aid another action, the Steel Falcon grants a +4 bonus on the ally's attack or to the ally's Armor Class instead of the normal +2.

Natural Traps (Ex): As part of their guerilla warfare activities, starting at 3rd level, Steel Falcons learn how to use the natural environment to create simple traps. They can use the Craft (traps) skill untrained to create any of the following traps in a natural environment: arrow trap (CR 1), camouflaged pit trap (CR 3), camouflaged spiked pit

STEEL FALCON PRESTIGE CLASS



THE STEEL FALCON

HIT DIE D10

	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+1	+0	+0	Enemy of slavers, heart of freedom, sailor and survivalist
2nd	+2	+1	+1	+1	Heroic speech, luck of the eagle, superior aid
3rd	+3	+2	+1	+1	Natural traps, subtle manipulator
4th	+4	+2	+1	+1	Chainbreaker, comrade's bond
5th	+5	+3	+2	+2	Talmandor's blessing, Talmandor's fury

trap (CR 8), falling tree trap (CR 4, as falling block trap but only affecting a 5-foot-by-10-foot area), hail of arrows trap (CR 9), javelin trap (CR 2), pit trap (CR 1), poisoned pit trap (CR 12), or spiked pit trap (CR 2). The GM is the final arbiter of what sort of trap the character can build in a particular environment (a barren desert landscape can support a pit trap but not a falling tree trap, while an overgrown swamp can have a falling tree trap but a pit trap is more difficult). Preparing a trap takes approximately 1 day of work per CR value of the trap, though the GM may rule that certain traps take more or less time depending on the environment, resources available, and number of creatures assisting in the construction.

Subtle Manipulator (Ex): Starting at 3rd level, if the Steel Falcon spends a full-round action studying a target, he may make a Sense Motive check opposed by the target's Will save. If the target fails, the Steel Falcon gains a +5 circumstance bonus on Diplomacy checks made against that opponent for a number of days equal to his Wisdom modifier. This ability can only be used on any one target once per day.

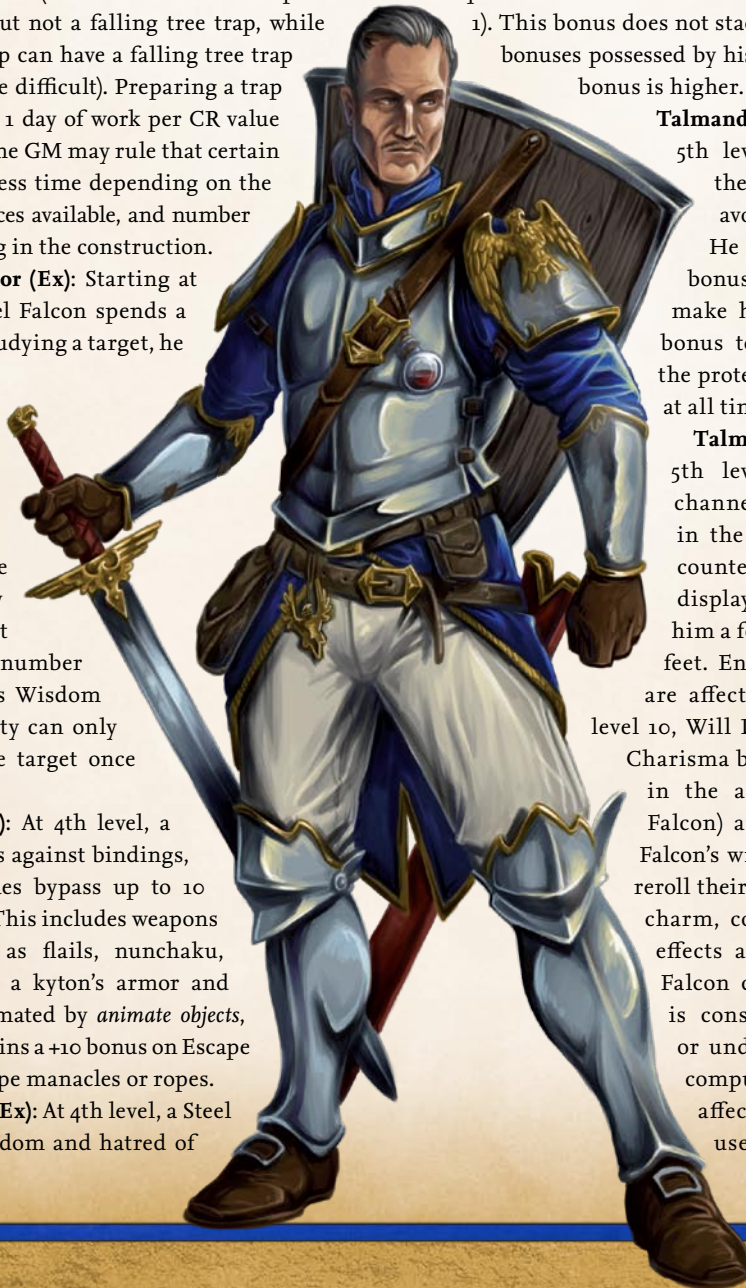
Chainbreaker (Ex): At 4th level, a Steel Falcon's attacks against bindings, chains, and manacles bypass up to 10 points of hardness. This includes weapons with chains (such as flails, nunchaku, and spiked chains), a kyton's armor and weapons, chain animated by *animate objects*, and so on. He also gains a +10 bonus on Escape Artist checks to escape manacles or ropes.

Comrade's Bond (Ex): At 4th level, a Steel Falcon's love of freedom and hatred of

slavery is so great that he evokes similar feelings in his companions. As a move action, he can grant his allies half his enemy of slavers bonus against all appropriate targets in sight; the allies must be within 30 feet and able to see or hear him. This bonus lasts for a number of rounds equal to the Steel Falcon's Charisma bonus (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Talmandor's Blessing (Su): At 5th level, a Steel Falcon gains the blessing of Talmandor, avoral patron of Andoran. He gains a +10 competence bonus to Acrobatics checks to make high or long jumps, a +4 bonus to Perception checks, and the protection of a *feather fall* effect at all times.

Talmandor's Fury (Su): At 5th level, a Steel Falcon can channel his rage at the injustice in the world, transforming his countenance into a terrifying display of righteous fury, giving him a fear aura with a range of 30 feet. Enemies within this radius are affected by a *fear* spell (caster level 10, Will DC 15 + the Steel Falcon's Charisma bonus). All other creatures in the area (including the Steel Falcon) are bolstered by the Steel Falcon's wrath and may immediately reroll their saving throws against any charm, compulsion, or possession effects affecting them. The Steel Falcon can use this ability if he is conscious, even if paralyzed or under the effect of a charm, compulsion, or possession that affects his judgment. He may use this ability once per day.



FAITH

Worship in Andoran

Andorens take their faith seriously, enough so that their government representatives elect a supreme vicar to work with ecclesiastical representatives from all across Andoran. This vicar holds real temporal and spiritual power, and advises the Supreme Elect on matters of faith and policy. Supreme Elect Codwin I is a paladin of Iomedae, and other paladins are common in the government. Although each day sees the People's Council in salutation to the Golden Cathedral and its precepts of Common Rule (where every man is free to take control of his life), faith plays an important role in Andoran.

RELIGIOUS TOLERANCE

The Associative Act of 4669 guarantees that the government must safeguard the interests of every citizen, and so every faith may practice as it sees fit as long as it does not harm or intend to harm any other person or property. When violence threatens or appears to threaten, the faiths run the risk of far more serious intervention. The priests of Asmodeus delight in exploring the exact shape of this tolerance, and spend a great amount of time in the courts arguing their cases.

Faiths that espouse the tenets of good are most prevalent in Andoran. While not illegal, evil religions face both popular and governmental disapproval; government agents watch evil temples, have their worshipers followed, and subject their priests and coffers to sudden inspection by the Ministry of Finance. It is not that Andorens don't believe their own words about tolerance; it's more that having neighbors such as Cheliox, Isger, and Nidal stagger under the lash of unholy gods shows Andorens what arises from allowing evil too free a rein in civic affairs. Even the worshipers of the paths of evil acknowledge that the darker aspects of their faith are not the ones they should promote—at least, not if they want to win over their fellow Andoren citizens.

FAITHS IN ANDORAN

The primary faiths in Andoran are those of Abadar, Erastil, Iomedae, Shelyn, and Cayden Cailean.

Abadar: The church of Abadar is one of the great faiths of Andoran, especially in the cities. As Andoran becomes

more cosmopolitan, more urbane, and more civilized, its citizens begin to recognize the need for civilizing values and the laws that help guide and direct a large populace toward harmony. Though Abadar is a neutral god, caring little for good or evil as long as the result is harmonious, his Andoren followers have begun changing his faith to reflect morals as well as values, and this is not limited to the laity. Even Darius Silvershoe, Archbanker of the Cathedral of Perfect Forms in Almas, has preached of the necessity of goodness toward one's neighbor as a means of creating harmony among the community as a whole. In the interest of promoting community living, Abadar's faithful have been visiting the slums of the cities and helping to improve their standards. They work from the outside in, trying to create a place of beauty of which all citizens can be proud. Devout urban Abadarans are expected to work in poorer neighborhoods for 1 week out of each year, building something of lasting value for the inhabitants. These activists wear a golden key on a chain around their necks to identify themselves in this task.

Cayden Cailean: Always popular among the middle and lower classes, and with those to whom the cloak of law is stifling, Cayden Cailean represents the freedom to make personal choices, informed or otherwise, as long as the choices further the cause of good. His worshipers are a rowdy lot, comprised of itinerant adventurers, dockhands, and other working citizens. They are largely unconcerned with the cause of law and common, civilized harmony. Their concern lies instead with making sure their lives—and the lives of their friends—simply work. They don't take much part in politics, preferring instead to state their desires and move on to the next order of business (frequently a tavern). It's precisely this desire to avoid serious work on a subject that makes Cayden Cailean's followers frequent and jovial candidates for representatives on the People's Council, strongly supporting the idea of small government.

Erastil: As the cities of Andoran expand, the traditional worship of Erastil is slowly disappearing into the woods, hills, and rural corners of the country. Though Erastil is a god of the countryside, hearth, and home, and his worship tends to be focused in the smaller villages, a large and growing faction of his believers are turning away

FAITH: WORSHIP IN ANDORAN



from his older, rustic persona and focusing instead on his promotion of family and the comforts of home. The core of his faith, they argue, is not found in nature, but in the healing bonds of community. This is why his church has such power in Almas, and how they justify remaining in the cities. Urban followers of Erastil plant gardens on rooftops and in parks, teaching self-sufficiency among the city-dwellers. The city faithful carry wooden charms with the god's symbol instead of bows, and hang antlers or horns above their thresholds to show their faith.

Iomedae: The church of the Inheritor is one that demands vigilance of its worshipers, and one that calls for the forces of good to stand against the tides of evil that spring from the hearts of the corrupt. Little wonder then that the faith enjoys a strong following in Andoran. Her followers serve eagerly and willingly in the military, and many of them aspire to join the Eagle Knights. Their devotion encourages and inspires their comrades in the military, and thus the Iomedaeans fortify the defenders of Andoran. Groups of the Iomedaeans faithful serve as adjuncts to the local militias and help to keep crime rates down. In Almas, a priest of Iomedae serves as a balance between the two powers of Abadar and Erastil, and her voice influences the Council in its choice for Supreme Vicar.

Shelyn: For those who are less martially inclined, and who seek love and beauty in their lives, Shelyn is the obvious choice. She is popular among the fortunate upper class of the Andoren people, who don't require great struggle in their lives, and thus are free to offer her thanks for the beauty she has provided them, and the blessing and privilege of living in the land of the free. Her followers in Andoran create art for her sake. Common themes are slaves casting off shackles, Chelish nobles amusingly trodden upon by devils, and the songs of a free heart.

TALMANDOR

The avoral Talmandor is the spiritual patron of Andoran. He is said to speak on behalf of Iomedae, Erastil, and Shelyn. Representing three faiths of the country, his words carry great weight, and his devotion to the widest cause of good is unquestioned. His association with birds of prey and other legends cements his place in the hearts of the populace, and popular histories tell Andorens that Talmandor saw the evil of Cheliox rising, and spoke the words Darl Jubannich wrote in *On Government*, the tract that set Andoran ablaze with liberty.

Though Talmandor is not revered as a deity in his own right, Andorens still set aside a feast day in the avoral's honor, offer thanks to him, and occasionally pray for his intercession in matters divine and more pressing.

ARODEN'S DWINDLING CHURCH

A few Andorens still follow the path of Aroden, their faith in the god unshakeable even in light of his apparent death. "This is a test," they say, "and he will favor those who kept his faith when all others had given up on him." Still, they have lost their largest cathedral in Almas, and the faith is vanishing into a few backwater hamlets and small villages upholding old traditions and reluctant to embrace "new" gods. The core of the faith stays strong, but its practitioners are now in their third generation after Aroden's death, and the younger generation seems to have other ideas about what it means to be an Arodenite. Without the pomp of the state behind it, the worship of this once chief god has become a small and paltry thing.



MAGIC

Magic of Andoran

Andoran's love of eagles and its devotion to freedom have inspired its mages and priests to create several new items and spells.

ANDOREN MAGIC ITEMS

Most of these items are readily identifiable as originating from Andoran, and some patriots don't like seeing them in the hands of foreigners.

FEATHER TOKEN

Aura strong conjuration; **CL** 12th

Slot none; **Price** 450 gp (*floating feather*), 150 gp (*lance*), 800 gp (*returning raven*), 200 gp (*sky hook*), 600 gp (*tar and feathers*);

Weight —

DESCRIPTION

Several varieties of these enchanted feathers are popular in Andoran. Full rules for feather tokens can be found in the *Core Rulebook*.

Floating Feather: This token can be attached to any creature up to 200 pounds, causing a pair of large wings to grow from the target and allowing her to fly (speed 30, average maneuverability) for 1 minute. The token can be attached to an object of up to 200 pounds, which flies straight in a direction indicated by the creature who activates the feather unless the activator uses a move action to redirect its movement. The wings persist for 1 minute.

Lance: This token turns into a white-plumed +1 *lance* for 1 minute. This token is often used when carrying a large weapon is illegal or impractical.

Sky Hook: This token transforms into a huge disembodied eagle's talon (hardness 5, hp 25) anchored wherever you activate it. The talon can support up to 1,000 pounds and persists for 1 day. The talon can be moved up to 10 feet with a DC 20 Strength check.

Tar and Feathers: This token can be directed to float to any point within 60 feet and then burst into a mass of sticky white feathers that adheres to all creatures in a 10-foot radius. The clinging feathers affect creatures in the area as a *glitterdust* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*; **Cost** 225 gp (*floating feather*), 75 gp (*lance*), 400 gp (*returning raven*), 100 gp (*sky hook*), 300 gp (*tar and feathers*)

FIGURINE OF WONDROUS POWER: SERPENTINE EAGLE

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 9,100 gp; **Weight** —

DESCRIPTION

This Andoren variant of the *serpentine owl* can be transformed into an eagle or giant eagle but is otherwise identical to the owl figurine. *Serpentine eagles* are popular among Eagle Knights for scouting and emergency transportation.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 4,550 gp

GOLDEN EAGLE EPAULETS

Aura minor abjuration, enchantment, evocation; **CL** 1st

Slot shoulder; **Price** 3,000 gp; **Weight** —

DESCRIPTION

These decorative golden braids allow the wearer to cast *bless* once per day. They also grant a +2 competence bonus to Diplomacy and one other skill (chosen at the time of crafting), typically Handle Animal or Ride for members of the Golden Legion and Perception or Stealth for the Steel Falcons. If the wearer is reduced to 0 or fewer hit points, once per day the epaulets automatically activate a *sanctuary* spell (Will DC 11) on her.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*, *guidance*, *sanctuary*; **Cost** 1,500 gp

TALON SWORD

Aura moderate abjuration; **CL** 8th

Slot none; **Price** 19,515 gp (38,715 gp for *talonsstrike*); **Weight** 6 lbs.

DESCRIPTION

Weapons like this alchemical silver +2 *defending bastard sword* are favored blades of the Eagle Knights. Easily recognized by its notched blades and golden quillons crafted like upswept eagle wings, its *defending* ability also protects the wielder's mount. Wealthier Eagle Knights who frequently skirmish on the western border against Chelish fiends sometimes have their swords crafted with the ability to cast *dimensional anchor* on the target as a free action upon a successful hit; these modified blades are called *talonsstrike swords*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *dimensional anchor* (*talonsstrike*), *shield* or *shield of faith*, *shield other*; **Cost** 10,015 gp (19,615 gp for *talonsstrike*)

SPILLS

Though these spells originated in Andoran, their use has spread to other lands.

MAGIC: MAGIC OF ANDORAN



DETECT CHARM

School divination; **Level** bard 1, cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

As *detect magic*, except you immediately detect the strength and location of each charm, compulsion, and possession aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft in the *Pathfinder RPG Core Rulebook*).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to identify what magic it is using (even if the target is not in the area).

LIBERATING COMMAND

School transmutation; **Level** bard 1, cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a *hold person* spell or paralyzed by Strength damage).

SUPPRESS CHARMS AND COMPULSIONS

School abjuration; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature plus one additional creature per 4 levels, no two of which can be more than 30 ft. apart

Duration 10 minutes; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

As *remove fear*, except the targets gain a +4 morale bonus on saves against charm and compulsion effects, and charms and compulsions in effect on the targets are suppressed for the duration of the spell.

SUMMON FLIGHT OF EAGLES

School conjuration (summoning); **Level** druid 6, ranger 4, sorcerer/wizard 6

Casting Time 1 round

Components V, S, F (a gold feather worth 100 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect 1d4+1 summoned creatures

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You summon 1d4+1 giant eagles to serve as mounts for creatures you designate. The summoned birds do not fight independently, but they willingly carry their riders into battle as if trained for combat.





PERSONA

Personalities of Andoran

Though the People's Revolt is only 40 years old, two of its heroes have already obtained near-legendary status in the country, and many young would-be heroes look to them for inspiration in their own lives.

Alysande Benedict: The woman who would earn the title "Lady Liberty" in Andoran was born to a large family in Augustana in 4606. Ever bright and inquisitive, she abandoned her scribe's apprenticeship, fleeing to Almas. By age 21, she had founded a library and organized a community of like-minded intellectuals, soon becoming famous for her reformist agitation and her essays on virtue and hard work. Corresponding with many of the great minds of her time, she traveled frequently, sharing knowledge and planting seeds of diplomacy. Even after Cheliox's capitulation to House Thrune's control, Alysande campaigned for Andoren peace and freedom. As the imperials' grip tightened on Andoran, she skewered their folly in wildly popular satire. The 4667 Red Revolution in Galt horrified her, and she fought with pen and voice for moderation, temperance, and justice in the midst of upheaval. Though equally committed to change, she advocated a break with the militant Galtan screeds, and her voice was prominent when just 2 years later Andoran rose in its own revolt.

Despite her hopes, the People's Revolt was hardly bloodless; though it lacked the terror of Galt or a direct confrontation with Cheliox, a coalition of aristocrats calling itself the Old Guard refused to cede their power and wealth. Unknown to her compatriots, while continuing her pamphleteering and diplomatic work, Alysande used a magical disguise to adopt the persona of Captain Hawk, masterminding a series of raids against the Old Guard all along Andoran's western frontier. She led the seizure of the harbor at Augustana, preventing the loss of the city's ships of war. She later led this squadron at the Battle of Valcour Island; while over half her ships were lost, her cunning tactics and sheer bravado delayed the arrival of a flotilla of pirates and mercenaries for 2 crucial days. Without their aid, the leading houses of the Old Guard were defeated at Freeman's Field on 19 Rova, 4677. Less than a month later, against the orders of a jealous superior, she led an attack at Bemis Heights east of Alvis. While victorious, she was sorely wounded, losing a leg. Her superior ordered Captain Hawk court-martialed, but Alysande fled, abandoned

her disguise, and was presumed dead. While "Captain Hawk" ceased to exist, her soldiers created a permanent memorial to him, mounting on it the bronzed empty boot she left on the battlefield.

Alysande healed her wounds and returned to her writing and speaking, traveling repeatedly to Andoran's neighbors and cultivating fellow intellectuals (and, according to rumor, numerous paramours) until her death in 4690. Shortly thereafter, one of her protégés discovered her diaries and journals of inventions, witticisms, aphorisms, and philosophical observations, and published the contents as the *Tales of Lady Liberty*, cementing her legend and making her one of Andoran's most popular figures. A generation after her death, her admirers have begun erecting a grand statue and lighthouse in her likeness on a tiny islet near Almas, a beacon of freedom from Andoran to the world, and many artists paint her on the battlefield, either as Alysande (which historically never happened) or recognizable as herself while pretending to be Captain Hawk.

General Reginald Cormoth: Commander of the Eagle Knights and Lord of the Guardian Tower, General Reginald Cormoth is a career military man. Born in Claes in 4636 and trained in the naval academies of Augustana, Reginald began his career stationed in Carpenden, hunting pirates off the Cape of Hope. His daring actions destroying Taldan slave galleys drew the attention of the local Eagle Knights, who inducted him into their ranks. A string of early successes across Andoran (and even once in the Arcadian colonies) marked him as a rising star. His strategic foresight and tactical puissance brought a rapid ascent to the High Command, where he reestablished ties with the Eagle Knights (while rumored to be secretly coordinating operations for the Twilight Talons). In 4689, he was elected Consul, and in 4694, Executive Consul and Lord Captain Commander of the Eagle Knights, serving as the Eagle Knights' public face and reporting on the actions of the knighthood to the People's Council. Drawing on his experience in unconventional operations, Reginald pushed the Eagle Knights to diversify their skills, powers, and classes. While a commitment to justice, truth, and the ideals of Andoran are an absolute requirement, he is not above bending the rules if necessary to get a job done. Called "the

PERSONA: PERSONALITIES OF ANDORAN



Old Man" affectionately by some (and fearfully by others), Reginald has a playful side, smoking tobacco leaves rolled thick in the Arcadian style and often traveling disguised, frequently shocking lax underlings when his disguise fades to reveal the silver hair and blue-steel glare (typically accompanied by a withering tirade) of the Old Man.

LOCAL HERO JAMUS HAINARD

Jamus grew up near Oregent. His home shire was terrorized in his youth by vampires from the Nogortha Necropolis for nearly a year before a company of Eagle Knights eradicated the undead. The image of these valiant warriors standing in the breach, protecting the common folk, resonated strongly with Jamus and his family's faith in Erastil. When he asked the Eagle Knights what he must do to become one of them, they lauded the boy's courage and strength of heart; their commander gave the halfling an eagle-marked dagger and encouraged him to study, to train, and to pray that Erastil give him the strength to stand as a warrior. Jamus took their encouragement to heart, training mind, body, and spirit, tempered with mercy but honored to serve and protect. Invested as an Eagle Knight 10 years later by the same knights who first inspired him, Jamus is now a mentor to aspiring heroes, and willing to answer the call of a righteous champion in need of an able second.

A solid halfling with brown eyes and hair, Jamus is friendly to people of all walks of life. He is quick to reprimand bullies or any that mock his size—with a punitive thrashing if circumstances warrant it.

JAMUS HAINARD

Male halfling paladin of Erastil 6

LG Small humanoid (halfling)

Init +0; Senses Perception +6

Aura courage (+4 morale bonus to saves vs. fear), good

DEFENSE

AC 22, touch 11, flat-footed 22 (+9 armor, +2 shield, +1 size)

hp 45 (6d10+12)

Fort +10, Ref +6, Will +9

Defensive Abilities divine grace, divine health, fearless; Immune disease, fear

OFFENSE

Speed 15 ft.

Melee lance +11/+6 (1d6+2/x3 or longsword +9/+4 (1d6+2/19–20))

Ranged cold iron javelin +7 (1d4+2)

Space 5 ft.; Reach 5 ft., 10 ft. with lance

Special Attacks channel positive energy (3d6, DC 16), smite evil 2/day

Spell-Like Abilities (CL 6th, concentration +9)

At will—detect evil

Spells Prepared (CL 3rd; concentration +6)

1st—lesser restoration, protection from evil

TACTICS

Before Combat If facing undead or numerous evil adversaries, Jamus uses *protection from evil*. Jamus usually has his trained riding dog (Booke) with him as a guard animal and mount.

During Combat Jamus prefers to fight while mounted, riding Booke in everyday situations but summoning Sorrell when going into dangerous territory. Jamus typically uses Power Attack on a lance charge (+13, 2d6+4). If dismounted or unable to maneuver while riding, he switches to his longsword.

Morale Jamus never flees while his allies are in danger, and harries foes to allow allies to retreat.

STATISTICS

Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 16

Base Atk +6; CMB +7; CMD 17

Feats Power Attack, Toughness, Weapon Focus (lance)

Skills Climb +3, Diplomacy +8, Handle Animal +9, Heal +5, Knowledge (religion) +6, Perception +6, Ride +3, Sense Motive +5, Spellcraft +5

Languages Common, Halfling

SQ channel positive energy (3d6), lay on hands (6/day, 3d6), mercy (dazed, shaken)

Combat Gear wand of cure light wounds (30 charges); Other

Gear masterwork full plate, masterwork heavy wooden shield, masterwork lance, 5 cold iron javelins, longsword, riding dog (Booke) with leather barding, 413 gp; PC Gear replace his armor with +1 full plate, shield with +1 heavy wooden shield, lance with +2 lance; add an amulet of natural armor +1 and a wand of bull's strength (6 charges); Suggested Traits: Anatomist, Oregent Desperation



SOCIAL

The Andoren Outlook

Being an Andoren carries with it a great many privileges—and along with those privileges comes a great sense of duty. The People's Revolt was not so long ago, and some of its heroes still live to remind the citizens of the struggles they faced. Everyone who fought in the Revolt, whether general or common soldier, hero or misfit, sees appreciation that is little short of adulation. These heroes are examples of the price of freedom, and Andorens dedicate themselves to the idea that they'll carry on their great work—an exportable revolution, brought peaceably, rather than the mess infesting Galt.

It's important to remember that the Revolt in Andoran itself was largely bloodless, driven by merchants and other educated classes. Part of their motivation in breaking free from Cheliox, to be sure, was to free their business from the exorbitant tithes the House of Thrune demanded—but a far greater proportion of their motivation, in contrast to naysayers such as the demagogues Helmsan and Tarrizun, was to free their souls and the souls of their countrymen.

Revolution through peace is the watchword now. What was once radical has become the norm, and almost all can agree that the new state of affairs is far preferable to the old. This is not to say that Andorens speak with one mind, or that they always agree amicably. Some focus on law as the ultimate arbiter of goodness, and look to the founding documents of Andoran and existing legal and historical precedents to govern themselves and their fellow citizens. Others believe that the Revolt made a clean break from historical law, and that Andorens are now free to create their lives as they see fit. And, of course, they have the middle ground, believing that the Revolt is the basis for new laws, and that everyone benefits by contributing to their creation.

The daily business for Andorens is frequently not that much different from the lives of other people across Avistan. They rise, eat breakfast, prepare for the day, work, occasionally retire to the tavern for ale, and return home. Their lives themselves are not made magically easier by the freedoms they have—but the realization that they have the freedom to change their lives or even walk away from them, rather than suffer under the whims of faraway nobles, makes each day fresh and new. In their hearts, most Andorens care deeply for their fellow citizens, and believe that the way forward is with them all.

Andorens' freedoms include the right to speak their minds, the right to travel, the right to bow no head nor bend any knee except as they will, and the right to choose their leaders. Andorens take all of these rights (and others not listed here) seriously—enough so that they'll fight to retain them. An Andoren's duties are to spread freedom, choose their leaders, to support their country, and to live as a beacon for others on Avistan.

These tasks are simple on their face, but they frequently run afoul of human nature. People instinctively give way to strength, or look to authority for direction. People are frequently too frightened to live as a positive example for others. To compensate, Andorens have learned to be outspoken, to express their opinions perhaps a bit too loudly, and to view attacks on their country—whether verbal or physical—as attacks on themselves.

Because of their right to travel and acquaint themselves with their nation, Andorens tend to travel throughout their country far more frequently than their counterparts in neighboring lands. It's not uncommon for a farmer to ask her neighbors to tend her lands for a week or so while she visits other provinces or goes to the city to explore, read, and understand. Schools sponsored by Almas University sprout throughout the country, and though they are not compulsory, nearly every child attends, learning to read and write by studying the founding documents. This basic education puts the Andorens in good stead later in life, and the country is entering an age of incredible innovation.

ABOUT FOREIGN LANDS

In general, Andorens pity the citizens of other countries: the commoners because they labor under the nailed boot or worse, the middle classes because they're blind to the possibilities that hide just beyond the strictures of their reactionary societies, and the upper classes because they profit from the misery of their countrymen, and actively work to keep their fellow citizens benighted and suffering. A place like Cheliox sees that pity tempered with scorn and fear: none know when Abrogail might decide to launch her long-rumored invasion, and the Andorens keep themselves armed and trained against that day—and whisper of a third group of Eagle Knights working secretly in other countries to undermine the enemies of the homeland.

SOCIAL: THE ANDOREN OUTLOOK



A place like Druma sees less scorn, for the Andorens recognize some kinship with the mercantile spirit, but they still shudder at its primitive government. Taldor, the multifaceted jewel, sees something more like curiosity and wariness, but with an instinctive distrust for the machinations of the wealthy and decadent. The countries that lie further afield are constant sources of wonder and entertainment for the Andorens, and provide a powerful lure to join the navy—for who wouldn't want to see the great monuments of Osirion? And if the travelers can pass on a piece of the revolution to the people with whom they speak, why, that's simply an added benefit.

THE EYE OF THE FALCON

Many Andorens, even the poorer and more rural of them, learn to hunt with birds at an early age. The forests, mountains, and plains of Andoran are rife with hunting birds and their eggs; even the cities see their share of hawks and falcons nesting in the high places. Many Andorens consider it a rite of passage to hatch an egg and train the bird, and falconry clubs in the cities are popular.

Part of this interest has to do with the omnipresence of the birds, but an even larger part has to do with the national mythology. There's a reason the elite forces of Andoran are the Eagle Knights, and that the patron of the land is the avoral Talmador. The assumed nobility of the birds, their sharp eyes, and most importantly their complete freedom speak to something deep in the Andoren character. Those who practice falconry see the freedom of the wild skies and understand the essential independence of the Andoren heart.

A NEW BEGINNING

The Gray Corsairs of Andoran's navy free any number of slaves on the Inner Sea, and the Eagle Knights do the same on land—not to mention the free Andoren adventurers who believe that slavery is an abomination on Golarion and act to end it wherever possible. The problem they face, though, is what to do with the newly freed slaves. Most of them don't want to return to their homes, which have been reduced to rubble, soot, and blood. And so they come to Andoran under the auspices

of the people who've freed them.

Being enslaved does something to a person's spirit. Those that haven't broken are surely bent, and those that have broken might take years to rebuild. Once they reach Andoran's shores, the lucky ones find kindhearted Andorens willing to help them integrate into society, teaching these souls what it means to be free, and how to live without the fear of the powerful. The less fortunate ones don't find these sponsors, or don't believe their fortune and slip off to the slums and ghettos of the city, where they try to find themselves a new master or try on their own to find a way to live in their new land. Though the underbelly of the great city is not always kind, its people are still more open than most other countries, and the once-slaves may eventually come to terms with freedom. Many freed slaves have gone on to make good names for themselves, acting as model citizens and even representatives on the People's Council.

THE WORDS ANDORENS SPEAK

The Andoren accent varies across the country. Those of the northern reaches tend to speak with a more pronounced drawl, with broad accents on the vowels, while the speakers of Almas pronounce each consonant and clip the vowels.

The following are common expressions used in Andoran.

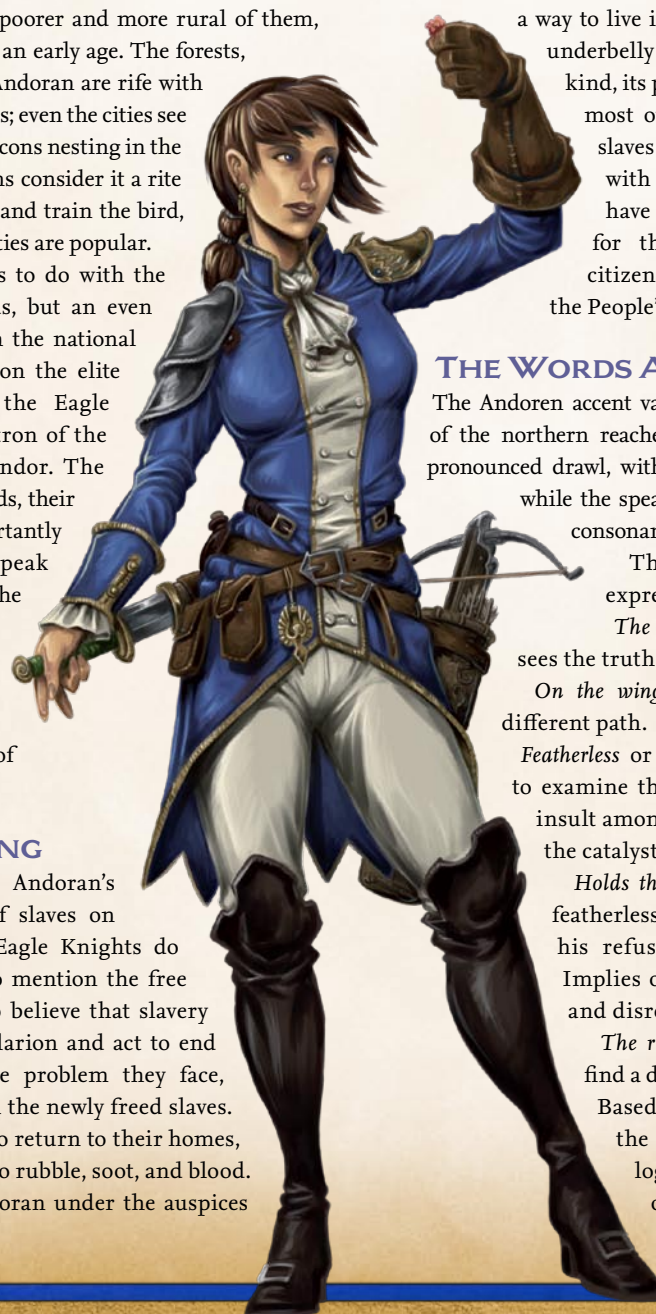
The eye of the falcon: The person sees the truth of the matter.

On the wing: The person has chosen a different path.

Featherless or Chained: The person refuses to examine the truth. This is not a deadly insult among Andorens, but has served as the catalyst for many fistfights.

Holds the lash: Not only is the target featherless, but he actively profits from his refusal to reexamine the issue. Implies obstinacy married with greed and disregard for others.

The river's full: The person should find a different way to his destination. Based on the lumber days that block the rivers of Almas with floating logs, forcing merchants to go overland to reach the city.



COMING NEXT

A hero won't last long without equipment, but fortunately for you, *Adventurer's Armory* includes over 200 new items. Weapons, alchemical items, skill boosters—you name it, it's here!

THE ULTIMATE SUPPLY DEPOT

Whether your character wants more polearms, a gladiator's cestus, or even a weird weapon like the terbutje (a wooden sword with shark's teeth lashed along the edge), you're sure to find something new and exciting in this hefty chapter. And don't forget non-combat items like alchemical insect repellent, salve to protect your gear from rust monsters, and oozes, fireworks, false manacles, skill guides, exotic foods, loaded dice, strange drugs, and unusual pets!

COMBAT

Learn new tricks for that old scabbard or shield, such as throwing it at an enemy while drawing your weapon or using it to pinpoint an invisible foe's location before following up with your attack. Slow or trip your opponent by throwing your shield, or use the reflection to safely attack creatures with gaze attacks!

MAGIC

There is a fine line between alchemy and true magic. So what happens when you mix the two? See what happens when you use alchemist's fire as a component for *burning hands*, a tanglefoot bag

as a component for *web*, a flask of acid with the *acid arrow* spell, and similar combos!

PERSONA

Is your character too busy stomping goblins and frying orcs to bother to learn alchemy? Meet Ariy: professional alchemist, a decent shot with a crossbow, and ready for hire as a minion or cohort!

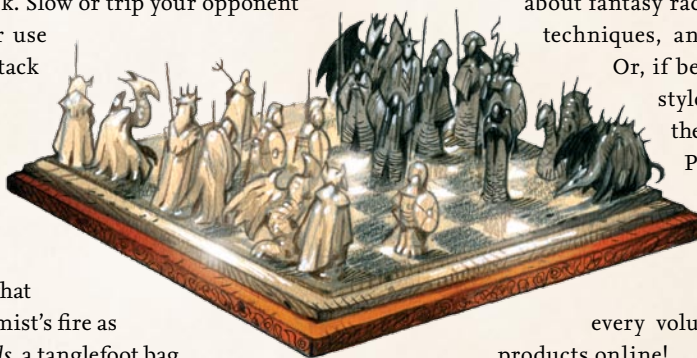
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FREEDOM FOR ALL!

Unwilling to bend a knee to the devil-worshippers of Cheliax, the people of Andoran declared themselves a free country where all men and women had the right to choose their own rulers. Unique among the lands of Golarion, Andoran is a representative democracy; foreign nobles declare it a doomed experiment, yet simultaneously fear that the power of its philosophy may cause peasant uprisings in their own lands. True Andorens believe in self-determination at all costs, and hate slavery with a passion, even going so far as to send their glorious Eagle Knights on dangerous missions to undermine the slave trade in other lands and spread far and wide the call of freedom.

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